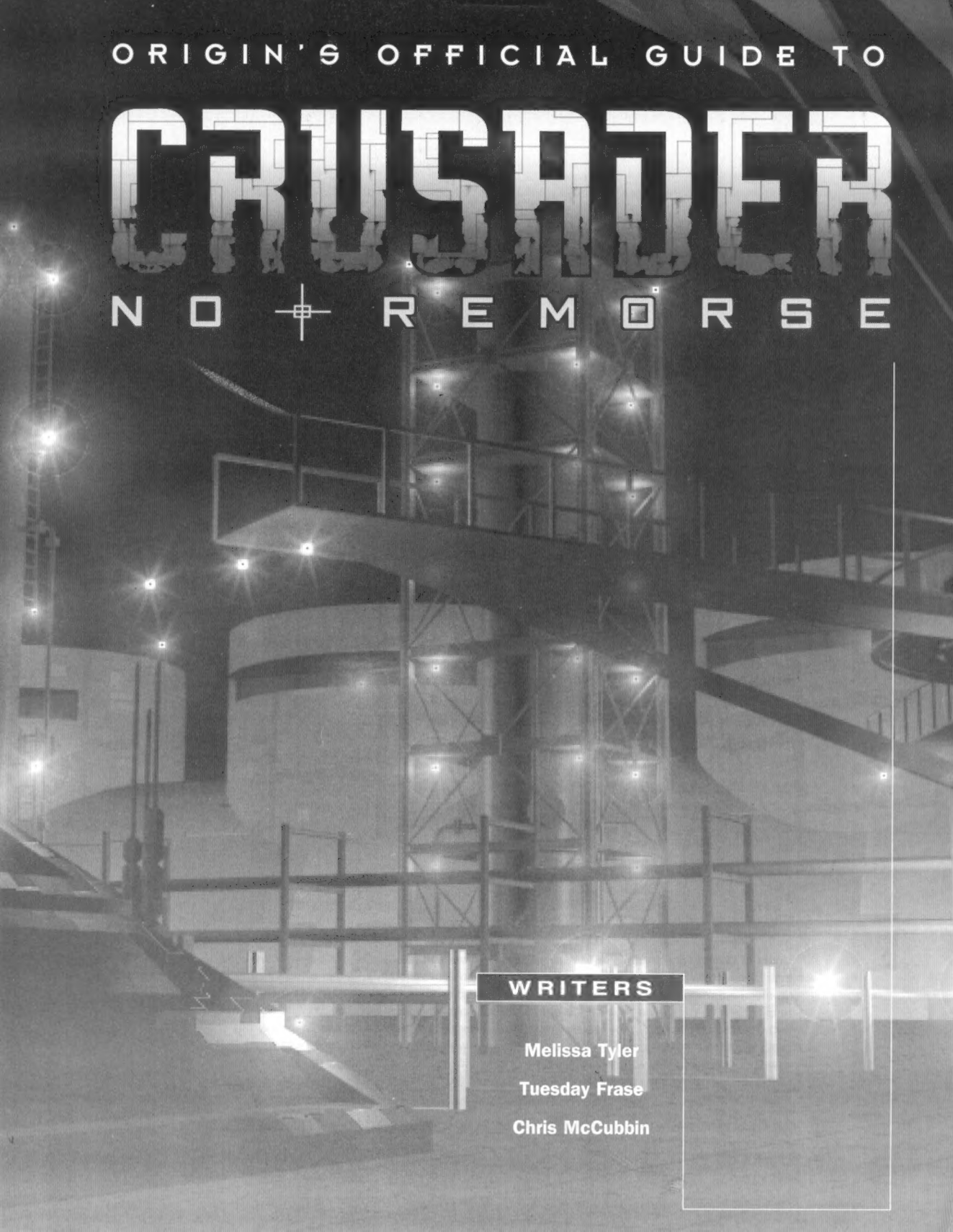
ORIGIN'S OFFICIAL GUIDE TO

CRUSADER

NO REMORSE™



ORIGIN®



WRITERS

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Tuesday Frase

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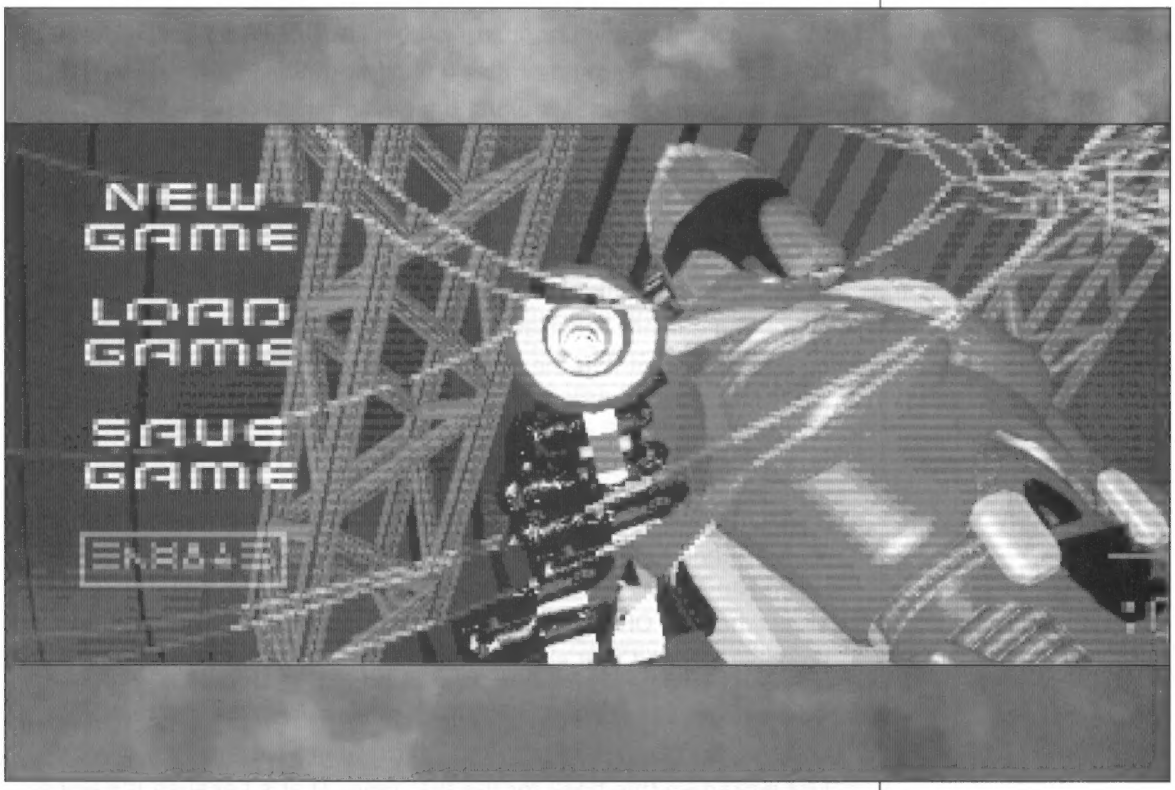
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INTRODUCTION

HOW TO USE THIS BOOK

You aren't reading the **How to Use This Book** section. This is a known fact, because nobody *ever* reads the How to Use This Book section. It just doesn't happen. You bought *ORIGIN's Official Guide to Crusader* because you are after a number of things — and you'll flip around at random until you find the section that you're interested in.

The **Table of Contents** is a last recourse in finding where the information that you want is located. It is, by and large, the reason you aren't reading this section.

The **How to Use This Book** section is written in part to prove to both editor and audience that at least some rudimentary thought about organization went into the creation of this book, but mostly because *Official Guides* like these always have "How to Use" sections.

Mission Briefs is just a friendly reminder of your objectives, and includes a hint or two to help you along. If you're there now, you're finding it a quick skim.

Learn the Moves is similar to the game's playguide, but it emphasizes what the ORIGIN playtesters found most useful to know. You probably skipped that section, too, but you shouldn't have.

Advice from Survivors is also taken directly from the playtesters and the designers, and probably where you're reading now if you just picked up this book for the first time. That's because it's where the cheats are, among other things.

Mama's Boy vs. The Weekend Warrior is everything you wanted to know about what makes the different levels harder or easier. Chances are that you aren't reading this section at the moment, but will wait until you feel an urge to sign up for "No Remorse" level.

No Pain, No Gain is where you are now if you picked up the book after screaming "why isn't this thing *dead* yet!" It tells about how the damage system works — in other words, why a near miss is sometimes plenty good enough.

Weasel's Black Market Specials, **Weapon Damage**, **Who'd I Just Kill?**, and **Arms, Ammo and Other Toys** are where you're reading about the statistics (and other useful information) on everything that could hurt you, help you or get in your way.

The Fine Art of Observation is the section you're using if you need to know where you are and what's around you. It consists of full-color maps marked with the location of all the items we could stuff into it. Yessir, maps colored with the blood and tears of some hapless writer somewhere, but you don't know that because you didn't even pause here on your way to those beautiful maps.

Getting Where You're Going is, you got it, another map section. This is where your nose is buried if you've been wandering around hopelessly, getting pummeled by opponents and have no hint where to head next. The dotted line takes you through either the best or fastest course to your goal. Nope, it doesn't lead you to the goodies, it only takes you home. For goodies, you have to step off the dotted line. (The game is full of goodies, by the way.) As a bonus, any tricky areas the designers could foresee are explained in this section.

The Back Story is where you are currently reading if you've found yourself wondering what events led up to the grim situation you find yourself shooting through.

Team Notes consists of comments from Tony Zurovec (the Project Director) and Beverly Garland (the Art Director), plus some brief explanations of "fun stuff" in the game. If you were reading this How to Use section, you'd get the exclusive, one-time-only note from the *Official Guide* writer that there is more to the game than what the team would let get into print. So keep looking.



MISSION BRIEFS

Mission 1

Designer – Mark Vittek

Get the keycard from the Rebel Informant, and destroy the thermalcoupler with the blastpac.

- Collect all the weapons you can get your hands on. Did you find the rocket launcher and the shotgun?

Mission 2

Designer – Eric Willmar

Locate and free the rebel soldiers. (Only one survives, however.)

- There are only a few medikits and energy cubes here — stock up beforehand (if possible) and don't waste them.

Mission 3

Designer – Phil Wattenbarger

Locate the PHIR computer, and download the plans for the robot prototype.

- Use the conveyor belts whenever possible — they reach a lot of useful items.

Mission 4

Designer – Bruce Adams

Locate the SORC computer and destroy it with the blastpac.

- The green splooge covers some stuff that's fairly interesting.

Mission 5

Designer – Melanie Green

Locate the MELF computer in the science lab and download the plans for the cypherchip.

- It's easy to get lost here — mark locations by destroying things you find.

Mission 6

Designer – Bruce Adams

In the WEC Government Office Building, locate the office of Senator Everett Snell, and transport him back to the base for questioning.

- These teleporters can be confusing — if there's a number pad beside one, be sure to locate its code before using the teleporter.

Mission 7

Designer – Eric Willmar

In the Chemical Weapons Manufacturing Plant, locate the EEOD nerve gas containment unit, and destroy it with a fusion pac.

- There are multiple paths through here — if you're getting stuck, go back and try to find an easier way.
- Blow up *everything* to find all the hidden switches.

Mission 8

Designer – Eric Willmar

In the WEC Offices, liberate Professor Willmar from WEC prison. (Actually, he dies before you can get him back.)

- You can ignore the side rooms — and just go through as quickly as possible.

Mission 9

Designer – Melanie Green

Infiltrate the government complex and spy on an official meeting. Learn Draygon's plans.

- Breaking glass can shorten your path.

Mission 10

Designer – Melanie Green

Locate plans for an experimental weapon in Dr. Hoffman's lab. Destroy all experimental prototypes.

- Be prepared to fight anytime you teleport or take an elevator.

Mission 11

Designer – Bruce Adams

Locate OPTS computer and download plans for the Vigilance platform.

- When you reach an electrified floor, *jump* from pressure plate to pressure plate. Trust that your next plate will deactivate in the middle of your jump.

Mission 12

Designer – Phil Wattenbarger

Locate OPC computer and upload new targeting coordinates.

- Be extra-careful to kill all cameras *immediately* on this mission.

Mission 13

Designer – Phil Wattenbarger

Rescue Colonel Ely from WEC prison. (Impossible, but you *can* rescue Major Vargas.)

- If a guard comes out of a room, blow open the door to that room to keep any more guards from attacking you.

Mission 14

Designer – Eric Willmar

Locate shuttle to Vigilance platform for the backup troops. (They can't rendezvous; you'll eventually have to go alone.) Steal the shuttle to reach the space station.

Mission 15

Designer – Mark Vittek

Locate and deactivate SATARG system. Destroy the weapon control system. Locate and destroy the lithium power core with a blastpac. Escape.

LEARN THE MOVES

The Basics

Combat and movement are all part of the same dance. If you find you can get around better by using the mouse, more power to you. It's pretty straightforward.


Shoot


Walk Forward


Rotate Left


Rotate Right

IF [Alt] IS PRESSED AS THE MOUSE IS MOVED, THE SILENCER WILL SIDESTEP LEFT OR RIGHT, TO CORRESPOND TO THE MOUSE'S MOVEMENT.

IF [Ctrl] IS PRESSED AS THE MOUSE IS MOVED, THE SILENCER WILL ROLL LEFT OR RIGHT, TO CORRESPOND TO THE MOUSE'S MOVEMENT.

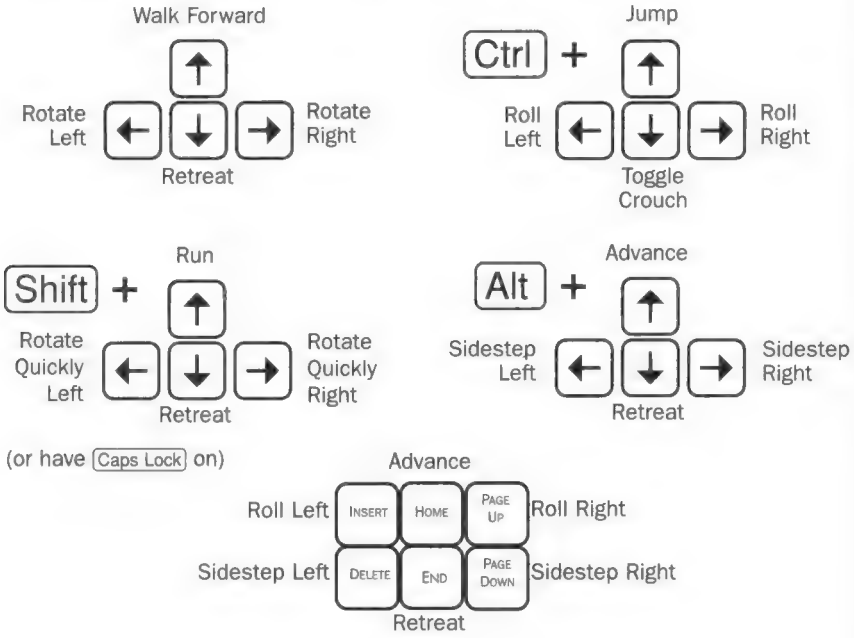
IF [Shift] IS PRESSED OR [Caps Lock] IS ON WHILE THE RIGHT MOUSE BUTTON IS PRESSED, THE SILENCER WILL RUN.

DOUBLE-CLICK TO CHANGE TO AND FROM COMBAT MODE.

Most people, however, eventually decide to go with the keyboard commands. It's simply a matter of trying out both, and seeing which way feels more comfortable.

FIRE [Spacebar]
USE INVENTORY ITEM [U]
USE **MEDIKIT** [M]
CYCLE THROUGH **INVENTORY** ITEMS [O]
CYCLE *BACKWARD* THROUGH **INVENTORY** ITEMS [I]
CYCLE THROUGH **WEAPON INVENTORY** [W]
CYCLE *BACKWARD* THROUGH **WEAPON INVENTORY** [Q]
JUMP [J] OR [Tab]
DROP WEAPON [Ctrl] [D]
SEARCH/SELECT [S]
MANIPULATE SELECTED ITEM [Enter]
TALK TO SELECTED PERSON [Enter]
GRAB ALL EXPOSED ITEMS AND ADD TO INVENTORY [G]
DETONATE **BOMB** [B]
USE **ENERGY CUBE** [E]
CENTER SCREEN ON SILENCER [Z]
TOGGLE **TARGETING RETICLE** ON/OFF [R]

Keyboard Arrows & Extended Keys



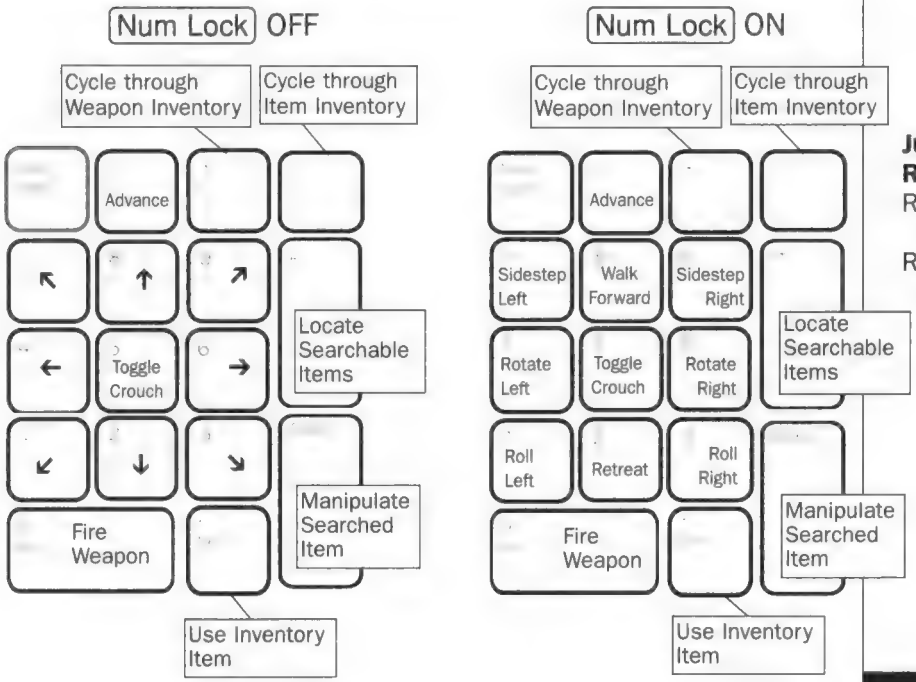
ARROWS INDICATE DIRECTION OF MOVEMENT ON SCREEN

Shift + KEY,
OR Caps Lock ON, = RUN!

Ctrl + KEY = ROLL!

Alt + KEY = SIDESTEP!

Numeric Keypad Movement



JUMP Ctrl 8
RUN Shift 8
ROTATE QUICKLY LEFT Shift 4
ROTATE QUICKLY RIGHT .. Shift 6

Rolling

Whatever you do, don't underestimate the power of the Drop-and-Roll. Learn it, love it, use it. Repeat the phrase until you've memorized it: "Drop-and-Roll is your friend." The only time you should hesitate to use it is when you're on a bridge or catwalk. Otherwise it should be second nature, used whenever you want to move to the side a step or two.

- It goes farther faster than a sidestep.
- It makes you *much* harder to hit.
- You come up in a low, combat-ready position. That's sweet.
- If you need to get past a waist-high overhang (or a laser, etc.), rolling underneath it works like a charm.
- It's more fun than shuffling around. You're a world-class Silencer — act like one.



Shooting

Crouching with the shotgun lets you skip the cocking sequence. I.e., you fire faster.

What you should also keep in mind is that when you go from a normal standing position to a combat-ready standing position, you take a step backward. There is no changing this. Normally this is not a problem, but it should teach you to be aware of what's behind you. If you are standing — non-combat ready — on a bridge, or in a minefield, or if there's a laser beam behind you, *don't shoot.* Take a step or two forward before you start blasting. If you can only see the target when you're on a hoverpad, for instance, then back onto the hoverpad in a combat-ready position.

Saving

Save Now, Save Often.

SNSO. SNSO. SNSO.

Even on Mama's Boy, the missions you're embarking upon aren't simple. You've got an enormous territory to cover, and it only slows things down that guards and soldiers are *everywhere.* There is nothing more annoying that fighting your way past a gauntlet of obstacles for more than an hour, getting nailed by a spider-bomb that comes out of nowhere, and discovering that the last time you'd saved was halfway through the previous mission.

F5 is a Quick Save feature. The only difference between a Quick Saved game and a regular saved game is that you can access a regular saved game at any time, by selecting its name from the Load Game screen. With a Quick Save, you don't get the chance to name it because it only remembers where you were the last time you pressed F5. It is designed for those moments when you realize "hey, I'm not dead yet," and wonder if you will be in five minutes or so.

F4, when pressed during the game, loads up your quick saved game.

At the very least, however, make a regular saved game between each mission.

Item Recognition

The World Economic Consortium is not stupid, and they've been dealing with the twenty-second century's equivalent of disgruntled postal workers for decades. You're not going to be able to simply march directly to your destination. There are obstacles everywhere to slow you down long enough for reinforcements to arrive and ventilate your shiny red suit.



Below are listed some obstacles you may not have known about.

Cameras. Although cameras are not an obstacle in themselves, if the regular cameras spot you, most will automatically sound the alarm. During an alarm, no card-reader or number pad will work, and you'll be stuck until you find an alarm box to shut it off.



Sometimes, though, the camera is being monitored by a real guard. In that case, more obstacles will appear, such as electric floors turning on to block your progress. These are triggered by the guard who is watching you, and are intended to keep you trapped until you are "detained." Your best bet is to shoot the camera before the guard sees you.



Shootable Switches. Some switches are actually energy-activated. Round red, blue or white disks in the wall *that are not inset in boxes* are shootable switches. Sometimes they work in tandem with other switches, so you'll have to hit more than one to see any result.



Non-Shootable Weapon Disks. If the disk is flashing different colors — like yellow and orange — it means you can't solve the problem by shooting at the source. It's indestructible. You'll have to figure some other way around it.



Weapon Disks. Round disks that are inset in boxes are security weapons. You can tell what particular weapon type they are by the color-coding of the boxes.

Brown boxes shoot bullets.

Red boxes shoot lasers.

Blue boxes shoot plasma.

Green boxes launch rockets.

Weapon disks can be shot.

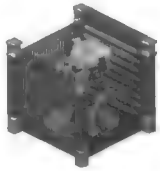
Bouncing Lasers. Frankly, there's not a lot you can do about bouncing lasers except avoid them. The disk at the end of the laser's path isn't the actual source of the laser, it's just a reflective surface for the laser to bounce on.

Deflector Walls. The gray, transparent walls speckled with gold are energy deflecting force fields. Sometimes these walls are controlled by a nearby panel or switch. These walls can often be used against the Consortium, either by shielding you from weapon attacks or by bouncing energy beams to hit a shootable switch.



Energy Matrix Deflectors. These rotating red prisms are more than just Consortium decorations. They are used to deflect energy and projectiles, and — like the deflector walls — can often be used to hit difficult shootable switches.

Robot Booths. When the Consortium is aware that an area is high-risk, they'll often place security robots in key locations. Protected by a deflector wall while not "on duty," these robots only wake up if you've tripped an electric eye or been spotted by a camera.



Secret Rooms. Some locations are riddled with secret rooms and areas. Often these contain weapons or Health or Power stations, provide a less dangerous path through the base, or both. Switches, combinations of switches or simple proximity usually trigger the doors to secret rooms. If you're looking for secret rooms, walk everywhere, use everything and shoot every crate you can find.



Fans. Fans, by and large, are not a danger to become paranoid over. The only thing you need to double-check is how close you are to both the fan and a source of certain death. There is nothing more embarrassing than being blown off a catwalk into green gloop, and sinking like a rock — and it makes a pathetic obituary.

Pressure Pads. These squares of floor usually trigger something, but you can't know in advance if it's a good thing to do or not. The best road is just to step on them and if something bad happens, deal with it.

ADVICE FROM SURVIVORS

Cheats

Okay, you know they're wrong. They're sneaky, fun and dangerous.

That's right, dangerous. Cheats in a game are meant to give the game builders and playtesters a way of playing God. That way they don't have to start from scratch every time they want to see what's happening in the latest, greatest version. Remember, though, if something goes wrong on their computers, they have all the free repair work they need, plus a new machine if nothing can revive their old one. If you try something unspeakably clever with the cheat system and shut down the game, your computer or the neighborhood utility grid, that's that. Game's over.

You've been warned. That being said, let us now proceed.

Cheat Room

To begin a mission in the Cheat Room, or what you can consider the "Toy Room," all you have to do is "warp" to the right "egg." (The right egg, by the way, is *always* egg 250.) To do this, you need to type four things at the prompt: the *Crusader* command, the -warp/egg command, (including the mission you want) and the skill level. Skill levels range from 1 (Mama's Boy) to 4 (No Remorse).

Therefore, if you wanted to go to the Cheat Room for Mission 6, at the hardest level, you would type at the DOS prompt *in lowercase*:

crusader -warp 6 -egg 250 -skill 4 Enter.

The game then starts, and you appear in a small, squarish room filled with goodies and a teleporter. After grabbing all the stuff that they've so kindly left for you, step onto the teleporter to go to the beginning of the mission.

Never Say Die

Note: Don't ever fall in the green splooge. Splooge is the True Death.

Second note: using a teleporter will turn your invulnerability off. You'll have to hit F10, Ctrl F10 or Alt F10 again (see below).

The JASSICA16 Command.

From any point in the game, type: JASSICA16

That enables the cheats. In fact, you'll see a little notice that tells you that the "cheats are on."

After Death. Pressing F10 when you're dead (after you've enabled the cheats, of course) brings you back to life. You'll have all the same items you had when you died.

While Alive. Pressing F10 while you're still alive gives you: 30,000 credits, full energy, full ammo, a fully charged Graviton shield, plus all the medikits, spider bombs, detpacs and land mines you can carry.

Any available space in you weapons inventory is also filled with free firepower. You'll get a UV-9, PA-31, AR-7, GL-303 and RP-32. If you already have five guns, you won't get anything new. If you drop all your weapons before you hit F10, you'll get all five of the "freebies."

OR

Press Ctrl F10. That will give you: 30,000 credits, full energy, full ammo, a fully charged Graviton shield, plus all the medikits, spider bombs, detpacs and land mines you can carry. (Yes, the same as above.)

Your freebie weapons will be a BA-40, BA-41, RP-22, PA-21 and PL-1.

OR

Press Alt F10. That will give you: 30,000 credits, full energy, full ammo, a fully charged Graviton shield, plus all the medikits, spider bombs, detpacs and land mines you can carry.

Your freebie weaons will be an SG-A1, an AC-88 and an EM-4.

Wise Words

When you spot a **Robot Booth**, it's worth the investment to plant a mine in front of it. Sometimes a rocket will take out the robot, even though it's protected by a deflector wall — but usually it's a waste of ammunition.

In fact, **planting mines** at any strategic place is usually a good idea. Teleporters, doorways, lifts, catwalks are all places that just look better with a mine or two on them — if you're pretty sure you won't have to get past the mine later on.

Shootable switches don't necessarily have to be shot. If you can get near it, you can "search and use" it, just like any other switch. Sometimes a puzzle that will have you tearing out your hair can be avoided by just "using" the stupid switch.

If you can see a **shootable switch**, but you can't hit it because something is in the way, send over a spider bomb. This works better the nearer to the ground it is.

Most **doors** can be destroyed with heavy firepower. That way, you don't have to waste as much time looking for the keys.

If a **grating** is so damaged that it won't hold your weight, the black spaces look "thicker" than usual.

You can use any **switch** you're close to — even those on the other side of walls.

Not all **switches** are either on or off. Some should be used several times for the best result.

If you're close to a **Vetron** when it dies, you'll be killed by the explosion.

Guards can, and will, shoot through **glass walls**. You can, too.

Just because you can't see something **off-screen** doesn't always mean you can't destroy it. Often you can, especially if it's something that doesn't walk around.

Often, when someone is carrying a **keycard** that you need, there is a duplicate keycard hidden somewhere as well.

Drop a **gun**, then pick it back up again. It will have a new clip in it. Magic!

In the **rebel base**, anything you drop gets stashed in your footlocker.

Shields won't protect you against damage from steam, fire, explosions or electricity.

Keep moving — targeting systems won't lock unless you're still.



VITAL INFO

MAMA'S BOY VS. THE WEEKEND WARRIOR

Crusader has four varying skill levels that let you test your combat skills — *Mamas' Boy, Weekend Warrior, Loose Cannon* and *No Remorse.* The first one is similar to a stroll in the park; the second, similar to a stroll in the park with a mugger. The next level is like stumbling into a terrorist camp filled with grenade-bearing fanatics, and the last one is like being chained to a pole in the *middle* of the terrorist camp with only a handgun and a box of bullets to defend yourself.

Whatever skill level you choose steers certain aspects of the game. The number of guards and robots, for instance, is affected by the skill level. So is the number of guns. The chance of finding ammo and other neat items on dead enemies is also dependent on the skill level.

Finally, the damage system is somewhat dependent upon your skill level. Generally speaking, the higher skill levels apply more damage to you, and less to those you hit with your weapons.

Loose Cannon is the default level — relative damage and other comparisons in the following descriptions are based against that default.

Here's a slightly more specific version of what happens on each skill level:

Mama's Boy

Okay, this is the wimpiest skill level of all. You'll face some tough enemies, but they're pretty weak overall. This skill level has fewer traps than the others, and you've got good odds of finding items on dead bodies.

All damage done to you by steam vents, grenades, bullets, flames, etc. is divided by five on this level. In other words, you only take one-fifth damage from everything, and it takes four direct hits from a rocket to kill you. Inversely, you do five times as much damage to whoever or whatever you hit.

Weekend Warrior

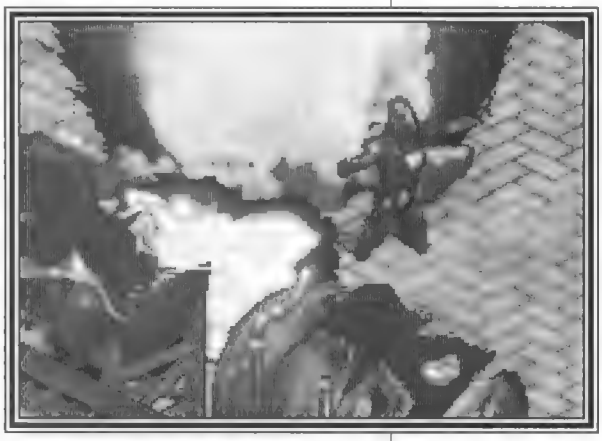
More traps, tougher enemies, slightly lower "loot" percentages — that's really about all that changes for this skill level, besides the fact that you can now only take two direct rocket hits or (possibly) three indirect ones.

You only take half-damage on this level. Similarly, all of your shots that hit the mark deliver twice the normal amount of damage.

Loose Cannon

You'll find lots of traps and hard-to-kill enemies on this level, and you'll also be less likely to find useful loot on any corpses lying around the compound.

Both you and your opponents take normal damage from all weapons. (Now might be a good time to mention that a single rocket will definitely take you out at this level.)



No Remorse

Lots of traps once again, and normal damage for you and your enemies. Unlike the other skill levels, the weapons carried by enemies on this level are subject to change without notice ... it would take a lot of number-crunching to list the endless possibilities here — just be forewarned

Another interesting thing about this skill level is that you're as likely to find loot as you are on the *Weekend Warrior* level. According to the designers, you'll *need* that many ammo clips and medikits just to survive this nightmarish skill level.

NO PAIN, NO GAIN

The damage system in *Crusader* is fairly simple, although it's somewhat dependent on the skill level you chose at the start of the game. Typically, it works something like this:

Enemy "Hey, that Silencer is pointing a gun at me. I'd better shoot first or he'll blow me away!"

You *"Unexpected threat! That senator is armed — terminate, then log occurrence for future reference."*

The Game WHAT WEAPON TYPE DOES THIS ENEMY HAVE?
WHAT TYPE OF AMMUNITION DOES THIS WEAPON FIRE?
HOW MANY ROUNDS/BURSTS HIT THE PLAYER?

Enemy *"Damn! My laser doesn't stand a chance of penetrating that shield"*

You *"Add note to log — elected officials have become increasingly proficient; skill levels approaching one-third that of Enforcer Corps. Of course, a PA-21 is ineffective against a Graviton shield."*

The Game DOES THE PLAYER HAVE A SHIELD?
DOES THIS SHIELD DEFEND AGAINST THIS TYPE OF AMMO?
DOES THE SHIELD HAVE ENOUGH BATTERY POWER TO DEFEND AGAINST ALL THE SHOTS THAT STRIKE IT?

IF YES

PLAYER TAKES NO DAMAGE

REDUCE SHIELD POINTS BY <SOME NUMBER> FOR EACH SHOT THAT HITS THE SHIELD.

You
"While more proficient, it is obvious that elected officials have not improved their skill in shield identification."

Enemy
"I'll get you next time, you Resistance slime!"

IF NO

PLAYER IS HIT

SUBTRACT THE TOTAL DAMAGE APPLIED BY THE AMMO FROM THE CRUSADER'S TOTAL NUMBER OF HIT POINTS.

IF THIS REDUCES HP TO ZERO, LABEL THE CRUSADER 'DEAD'."

Enemy
"Die, you scum Resistance dog!"

You
"———————— ...!"

The Whole Story ...

Now, here it is in even simpler terms:

Ammo. As you know by now, each type of weapon carries a specific kind of ammunition. Each shot of ammo (or each energy-weapon beam) applies a certain amount of damage. The amount of damage depends on two things — the ammo type, and the skill level you set for that particular game.

Shields. Now for the tricky part ... some shields can only defend against some ammo types. The Graviton shield, for instance, can defend against most types, but is vulnerable to particularly harmful things like rockets, grenades and hot steam.

Shields are powered by batteries. Each shot that strikes a shield subtracts power from the battery supply. The amount of power drained depends on the "Shield Damage" number assigned to the ammo type. (See the chart in **Weapon Damage**, p. 28, for specific numbers.)

There's no compromise when it comes to shields — either you have enough battery power to absorb the damage from the shot, or you don't. It's an all-or-nothing situation. In other words, your shield can absorb all the damage for a single shot, but it can't absorb *part* of the damage from one shot.

The Player. If you don't have a shield that can protect you, you receive direct damage. A rocket is the extreme example. If you're playing on the *Loose Cannon* or *No Remorse* levels, a single rocket will kill you. (On the other skill levels, it will still leave you in plenty of pain.)

You start the game with 150 hit points. Every shot or beam that strikes you subtracts points directly from this total. The rest is simple ... if this number reaches zero, you're history.

Items. Items such as cameras and barrels receive damage in the same manner as players, except that they never have shields.

WEASEL'S BLACK MARKET SPECIALS

As you accumulate credits, you'll have the opportunity to buy ammunition, weapons and other useful items from your buddy Weasel in the bar. He cut his eyeteeth wheeling and dealing, and his adult years are no different. Despite his annoying mannerisms and sales tactics, he's a good source for just about anything you need on a mission. For a price, that is. And if you get on his good side, he might even find it in his credit-loving heart to cut you a deal.

Mission-by-Mission Specials

You don't get to buy anything from Weasel for the first mission, but you do start out with an RP-22 Conciliator, 60 rounds of ammo and a chemical battery. Once he decides that you're worthy of his business, he'll let you pick and choose from the items in his "store" before each mission. But you'd better make sure you've stashed away enough credits first ...

On the next page you'll find a price list, straight from the dealer himself.

Note: Weasel won't necessarily offer you something you can't afford.



Weasel's Non-Negotiable Price List



Weapon/Item	Cost	First Mission
AC-88 Reaper	2750	10
AR-7 Rocket Launcher	4500	3
BA-40 Patriot	525	1
BA-41 Peacemaker	750	2
EM-4 Vortex	2250	7
EMP Inhibitor	3000	5
Energy cell	300	2
Fission Battery	850	9
Fusion Battery	1450	6
GL-303 Grenade Launcher	4000	5
Graviton Shield Generator	3500	10
Land Mine	200	2
MediKit	250	2
PA-21 Arbitrator	1500	4
PA-31 Adjudicator	2600	7
PL-1 Unifier	2800	9
Plasma Shield Generator	2500	5
RP-22 Conciliator	1600	2
RP-32 Pacifist	2200	5
SG-A1 Conformer	1400	2
Spider Bomb	250	2
UV-9 Pulsar	5000	11

Weapon/Item	Cost	First Mission
AR-7 clip	375	3
BA-40 clip	25	2
GL-303 clip	300	5
RP-22 clip	60	2
SG-A1 clip	45	2

WEAPON DAMAGE

The following table describes the damage potential for each type of weapon in *Crusader*. Before you decide what to take on a mission, check this section to find out what will most effectively damage the opponents listed in **Who'd I Just Kill?** (pages 30-42).

WEAPON	AMMO/BEAM TYPE	RELATIVE SPEED	MAXIMUM DAMAGE	BLAST RADIUS	SHIELD COST	EFFECTIVE SHIELDS
AC-88 Reaper SG-A1 Conformer	Shotgun shell	12	85	-na-	100	Ionic, Plasma, Graviton
AR-7 Rocket launcher	Rocket	3	200	10 ft	-na-	None
BA-40 Patriot BA-41 Peacemaker	.40-caliber bullet	12	20	-na-	75	Ionic, Plasma, Graviton
Detpac	Bomb	-na-	150	10 ft	-na-	None
EM-4 Vortex	Electromagnetic radiation	3	0	4 ft	750	Graviton
Flame	Flame	-na-	5	-na-	-na-	None
GL-303 Grenade	Grenade explosion	3	80	10 ft	-na-	None
Land Mine	Bomb	-na-	100	6 ft	-na-	None
PA-21 Arbitrator PA-31 Adjudicator	Laser beam	4	45	-na-	400	Plasma, Graviton
PL-1 Unifier	Plasma stream	4	35	-na-	375	Plasma, Graviton
RP-22 Conciliator	.30-caliber bullet	12	40	-na-	75	Ionic, Plasma, Graviton
RP-32 Pacifist	.30-caliber bullet	12	60	-na-	75	Ionic, Plasma, Graviton
Spider Bomb	Bomb	-na-	150	10 ft	-na-	None
Steam vents	Gas	-na-	5	-na-	-na-	None
UV-9 Pulsar	Ultraviolet	3	250	4 ft	2500	Graviton
Wall shockers	Electricity	-na-	5	-na-	-na-	None

Weapons in *Crusader* are either projectile-based (use single-shot ammunition) or energy-beam based (fire an energy beam). Projectiles include bullets, shotgun shells, grenades and rockets. Energy beam weapons include ultraviolet rays, plasma beams, electromagnetic radiation beams, etc.

Keep in mind that you'll be dodging some of this firepower yourself. When choosing a shield for a particular task, make sure it will protect you against whatever you'll be facing.

Here's what the different table entries mean:

Weapon Type is the weapons that use the ammunition listed under "Ammo/Beam Type."

Ammo/Beam Type refers to the ammunition or beam type used by the listed weapons — .40 bullet, rocket, grenade, etc.

Relative Speed, as you might guess, is a measure of how rapidly the projectile or energy blast travels — the greater the number, the greater the speed.

Maximum Damage lists the greatest possible damage the weapon can deliver if it strikes with full power at point-blank range. Note that you'll rarely absorb this much damage. For example, some bursts of a shot might miss, and increasing distance decreases damage from projectiles and explosions. Also remember that robots only takea third of the normal damage from projectiles, and that you dish out more damage, while absorbing less, at the two lower skill levels. Finally, there's often a random factor that decreases this maximum number by a third or more.

Blast Radius is the effective radius of the ammunition, beam or explosive (in feet) when it strikes its destination. Any target or destructible object within this radius receives some damage. Those in the inner third of the blast radius receive full damage, those in the middle third receive 60 percent damage, and those in the outer third receive 30 percent damage.

Shield Cost gives the number of energy units subtracted for each hit to the shield by the listed ammunition type. This isn't damage in the true sense — the "damage" is actually just the subtraction of energy units from the battery that powers your shield. If you run out of battery power, your shield becomes ineffective.

Effective Shields names the shield types that can absorb damage from the listed ammunition type. (The damage is not so much absorbed as deflected — each hit to the shield subtracts energy from your supply.) "None" means that no shield currently available can stop this damage.

WHO'D I JUST KILL?

The WEC compounds house a variety of opponents — servomechs, scientists, human grunts and armed personnel. Most of them can hurt you, with the exception of the scientists and grunts. This section gives information that helps you identify how hard an opponent is to kill, its skill level, what type of loot it might carry, etc.

Opponent Statistics

Hit Points. Number of life points (for humans) or the number of structural integrity points (for robots) that opponents have. When damage reduces this number to zero, the person or robot dies. If a range is listed for an opponent (such as 5 - 12 for office workers), the actual number of hit points is random within this range.

Primary Weapon. The weapon usually used by this opponent.

Secondary Weapon. Opponent's secondary attack weapon. The secondary one is more deadly than the primary weapon, and only used in critical areas in certain parts of the game.

Missions. Mission (or missions) in which this opponent appears.

Skill. Combat level — Very Weak/Weak/Moderate/Dangerous/ Deadly/Very Deadly.

Defenses. Special protection (such as shields or reduced damage).

Loot. Credits or supplies possibly carried by this person or robot. When the opponent dies, he/she/it may carry certain items, such as ammunition, credits or medikits. What appears in the corpse is determined on a percentage basis (except for credits, which you'll find on most dead people, but not robots).

The percentages vary according to skill level. When four percentages are separated by slashes, they represent the chance of that loot at each skill level. On a dead guard, for example (BA-40 clip 70%/60%/40%/60%, p. 35), you have a 70 percent chance of finding a BA-40 clip while playing in *Mama's Boy* mode (skill level 1), but only a 40 percent chance of finding a clip in *Loose Cannon* mode (skill level 3).

Silencer

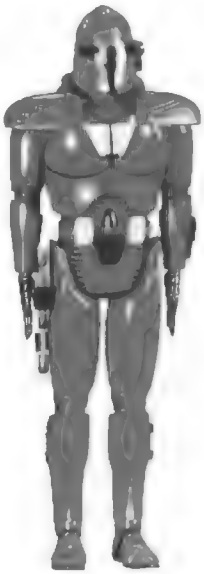
Silencers are the WEC's attempt to create the perfectly trained soldier — a mobile killing machine. They are extremely rare among Consortium forces and represent only .0025 percent of the entire Consortium population. Unlike the other WEC soldiers, Silencer candidates are identified through tests during their adolescent years and enrolled in a specialized military facility. There, they are educated in all the intricacies of combat and mission strategies, including the ancient martial arts, information extraction methods, survival techniques and target elimination.

Retirement is never an option for Silencers — their enlistment period is for life. Most never survive past the age of 40, and those that do move on to positions within the training facility. In return for their service, Silencers have an unlimited lifetime supply of credits.

Silencers have no contact with the world outside the WEC and rarely consider themselves as part of a biological family. During the psychological training phase, all references to personal history and past interpersonal relationships are eliminated (thus voiding any emotional responses to these stimuli). Defectors to the Resistance have spawned rumors that during this period the candidates are genetically altered, or possibly even cloned, to reduce the chances of independent decision making and increase combat potential.

The trademark of a Silencer is his crimson, rigid-polanium armor and extremely powerful weapon arsenal. He is not restricted to any particular offensive or defensive items and can freely choose from the weapons in the WEC arsenal before each assignment. The Silencer is a monster to be feared by Resistance intruders (or by the WEC, if he defects) and has few vulnerabilities short of sheer firepower.

Level	None (you're a Silencer, but you don't face any of your own kind)
Hit Points	Variable
Primary Weapon	Variable
Secondary Weapon	Variable
Skill	Very Deadly
Defenses	Plasma shield, rigid-polanium armor
Loot	Variable



Automated Personnel

In the last 100 years, servo-mechanical robots have reduced the "blue-collar" work force to an almost non-existent state. These robots can accomplish any complex repair task, from running diagnostic tests on a failed circuit to replacing a silicon chip in a malfunctioning computer assembly line. The most popular models are the MS-40 Roaming Susan and the MS-110 Android, although the MS-1000 Vetron is gaining wide use.

Servomechs have been adapted for security applications as well. Two effective anti-personnel weapon platforms are commonly in use — the AP-4210 (authorized for both civilian and military use), and its AP-4400 successor (military use only). Both are outfitted with a variety of mounted arms and are sometimes used to supplement human forces.

Because all servomechs are similar in operation and vary only in their programming complexity and armament, individual descriptions are not given in this section. (For information on the weapons they carry, refer to **Arms, Ammo and Other Toys**, pp. 43-64.)



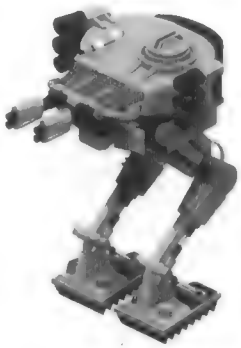
Android

Missions	6 - 15
Hit Points	200
Primary Weapon	RP-32 rifle
Secondary Weapon	PA-31 laser
Skill	Moderate (practice your aim)
Defenses	Absorbs only one-third the normal damage from projectiles (excluding rockets).

Courier

Missions	All
Hit Points	15 - 20
Primary Weapon	None
Secondary Weapon	None
Skill	Weak (not worth the ammo it takes)
Defenses	Absorbs only one-third the normal amount of damage from projectiles (excluding rockets).

Solartron



Missions	10 - 15
Hit Points	450 - 600
Primary Weapon	UV-9 laser
Secondary Weapon	GL-303 grenade launcher
Skill	Very Deadly (King Kong of the robot warriors)
Defenses	Absorbs only one-third the normal amount of damage from projectiles (excluding rockets).

Roaming Susan



Missions	All
Hit Points	35 - 45
Primary Weapon	BA-40 pistol
Secondary Weapon	BA-41 automatic pistol
Skill	Weak (mild mannered, but still a killer)
Defenses	Absorbs only one-third the normal amount of damage from projectiles (excluding rockets).



Thermatron

Missions	3 - 15
Hit Points	250
Primary Weapon	RP-32 rifle
Secondary Weapon	SG-A1 shotgun
Skill	Deadly
Defenses	Absorbs only one-third the normal damage from projectiles (excluding rockets).



Vetron

Missions	7 - 15
Hit Points	425 - 625
Primary Weapon	GL-303 grenade launcher
Secondary Weapon	PA-31 laser
Skill	Deadly
Defenses	Absorbs only one-third the normal damage from projectiles (excluding rockets).

Security and Military Personnel

Some of the opponents you'll face will be humans whose sole intent is to hunt down and kill intruders. All are armed, and all are dangerous in some respect. The guards probably won't pose a great problem to you because they're technically civilians and value their life more than their assigned duties. The Enforcers and Special Forces soldiers, however, aren't quite as easy and will fight to the death.

Guard

According to the WEC personnel guide, Guards spend only two weeks in training and are typically civilian males between the ages of 19 and 35. Most have opted to volunteer for Consortium service instead of living among the impoverished civilian population. They aren't blindly loyal to the WEC; however, few of them sympathize with the Resistance, either. Their only allegiance stems from the fact that, as civilians, they retain their "weekend off" status and receive 60 credits per week of service.



Self-preservation seems to be their main motive in most conflicts, and Guards have been known to surrender upon sighting a well-armed intruder. But if they're confronted with gunfire, few will hesitate to protect themselves with standard-issue BA-40 or BA-41 pistols.

Because Guards have never been properly trained in the art of close-quarters combat, they are relatively easy to kill. Most of those that do survive usually return to the civilian population within a year.

Missions	1 - 6
Hit Points	20 - 35
Primary Weapon	BA-40 pistol
Secondary Weapon	BA-41 automatic pistol
Skill	Very Weak (he's cannon fodder)
Defenses	Minimal
Loot	Medikit 20%/20%/2%/2%, Spider bomb 2%, Bomb 2%, BA-40 clip 70%/60%/40%/60% *or* SG-A1 clip 20%/25%/25%/25%, Credits 5 - 25

Soldier

Soldiers are similar to Guards, except that they cede their civilian status for a 6,000-credit bonus. The standard enlistment period lasts for five years, in which time the soldiers' loyalty and constancy are carefully monitored. All Soldiers must attend weekly sessions that involve psychological re-education, hypnotic interrogation and minor R & D experimentation. At the end of the standard enlistment period, they must choose to return to civilian life or sign on for advanced OS (Occupational Specialty) training. Approximately 12 percent of those that stay go on to become Special Forces or Enforcer members.



Soldiers are not particularly well-trained until their fourth and fifth years. Most are assigned to Code 4 interior security duty or to perimeter patrols. The assigned weapon for such duties is the RP-32 rifle, although the slightly more effective PA-31 laser is gaining popularity.

Unlike Guards, Soldiers are fitted with full-body armor suits and implanted with tracking chips. The additional armor makes Soldiers slightly harder to kill, and most will defend their assigned area to the death.

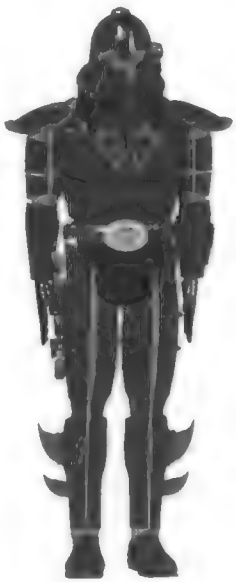
Missions	3 - 8
Hit Points	110 - 130
Primary Weapon	RP-32 rifle
Secondary Weapon	PA-31 laser
Skill	Weak (good target practice)
Defenses	Armor
Loot	Medikit 10%/10%/2%/2%, AR-7 clip 60%/50%/30%/50% *or* RP-22 clip 30%/30%/30%/30%, Credits 5 - 25

Special Forces Soldiers

The WEC guards its most sensitive areas with Special Forces soldiers. The average SF member is over 30 years old and has been with the WEC for over a decade. Most have been conscripted from Soldiers with exemplary service records, although some have been hand-picked from promising enlistees with a history of Consortium loyalty. SF members take great pride in wearing their SF lapel pin and show unwavering WEC support.

To become a Special Forces soldier, candidates must sign a blanket waiver agreement and give up their tracking chip. Then they are carefully screened using a battery of endurance and psychological tests to ensure their continuing fidelity. Those that complete the physical and mental weed-out period are shipped off to an isolation training center for a six-month orientation course. The top ten finishers in each class are assigned to elite training units.

For their standard-issue weapon, Special Forces soldiers can choose either the RP-32 Conciliator rifle or PA-31 laser. Elite SF members assigned to particularly vulnerable areas are often deployed with the PA-31 Adjudicator. In addition to carrying powerful arms, special forces wear heightened body-armor that provide some defense against nuclear/biological/chemical attacks. This makes them extremely hard to eliminate during a mission encounter.



Special Forces I (Storm Trooper)

Missions	5 - 12
Hit Points	140 - 160
Primary Weapon	RP-32 rifle
Secondary Weapon	PA-31 laser
Skill	Dangerous (bad-ass, Jr.)
Defenses	Ionic shield
Loot	Medikit 20%/20%/2%/2% Spider bomb 2%, Landmine 2%, Energy cell 60%/50%/30%/50%, RP-22 clip 80%/70%/50%/70% *or* SG-A1 clip 15%/20%/25%/20%, Credits 5 - 25

Special Forces II (Elite Storm Trooper)

Missions	8 - 15
Hit Points	180 - 200
Primary Weapon	PA-31 laser
Secondary Weapon	AR-7 rocket launcher
Skill	Deadly (bad-ass, Sr.)
Defenses	Ionic shield
Loot	Same as Special Forces I



Special Forces II (Elite Storm Trooper, Grenade-style)

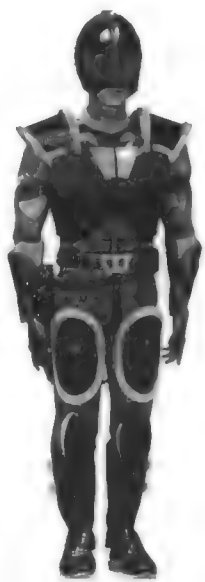
Missions	7 - 15
Hit Points	100 - 125
Primary Weapon	GL-303 grenade launcher
Secondary Weapon	AR-7 rocket launcher
Skill	Deadly (bad-ass, Sr.)
Defenses	Ionic shield
Loot	Medikit 25%, AR-7 clip 50% *or* GL-303 grenade clip 50%, Credits 5 - 25

Enforcer

Enforcers represent the groomed "career soldier" and are assigned to protect the WEC's most valuable assets and personnel. The WEC invests years of training and millions of credit in each and every Enforcer, so each and every one lost to the Resistance is a measurable blow to the Consortium. Applicants who wish to gain Enforcer status must receive five unsolicited recommendations from their superiors and attain 99th-percentile scores on the annual marksmanship exams. Those that are chosen undergo five years of rigorous training in the IEPU (Isolated Enforcer Preparation Unit) and are not allowed to have marriage contracts or any contact with the outside civilian world.

Though they are second only to Silencers in effectiveness, Enforcers are still considered disposable in cases where sensitive intelligence might be compromised. In other words, they are under strict orders to fight to the death and avoid capture at any cost. This makes for a deadly disposition, and no Enforcers have ever been detained by the Resistance.

These elite soldiers are known to patrol singly or in groups — either way, they pose a serious threat to anyone who attempts to breach their assigned territory. Standard checklist equipment includes the nearly impenetrable plasma shield and the UV-9 laser or GL-303 grenade launcher.



Missions	12 - 15
Hit Points	180 - 240
Primary Weapon	UV-9 laser
Secondary Weapon	GL-303 grenade launcher
Skill	Deadly (better watch your step)
Defenses	Plasma shield
Loot	Medikit 20%/20%/2%/2% Spider bomb 2%, Landmine 2%, RP-22 clip 10%, GL-303 clip 5% *or* Energy cell 60%/50%/30%/50%, AR-7 clip 5% *or* SG-A1 clip 65%/55%/40%/55%, Credits 5 - 25

Regular Personnel

Every compound you visit will have lots of unarmed civilian conscripts. Some of them are loyal WEC members, but others have been bribed from the civilian population with exceptionally high wages.

Most of the WEC's human population is intelligent enough to surrender to anyone wielding a gun or grenade launcher. Few humans in the compound carry a weapon, and even fewer actually know how to use one. You don't have anything to worry about, as long as they don't activate the alarm system.

ChemSuit



The wimpiest of the scientists are assigned to conduct chemical experiments and monitor hazardous areas within Consortium facilities. The trademark of the ChemSuit population is a yellow rubber suit that protects them from most chemicals. Since they are unarmed, ChemSuits surrender upon sight.

Missions	All
Hit Points	5 - 12
Primary Weapon	None
Skill	Very Weak (don't waste your ammo)
Defenses	None
Loot	Credits 5 - 10

Office Worker

Human workers often oversee everyday tasks such as servomech scheduling and repair, supply and requisition operations, and research and design. Because they are civilians with restricted access within WEC locations, few of them have any intricate knowledge of the inner workings of the compound.



Missions	All
Hit Points	20 - 30
Primary Weapon	None
Skill	Very Weak (he's gun candy)
Defenses	None
Loot	Credits 5 - 10

Scientist

Scientists are educated and trained by the R&D department, then hired for life by the WEC. This makes them the exception to the civilian rule, which allows workers to live off-site and cease service whenever they wish. Because they are rewarded dearly (and threatened with their lives), the scientist population is highly dedicated and produces thousands of useful discoveries and developments each year.



Missions	All
Hit Points	5 - 12
Primary Weapon	None
Skill	Very Weak (mop-up job)
Defenses	None
Loot	Credits 5 - 10

Maintenance Worker



The Maintenance Workers are the guys that keep the facility operational. They're all unarmed and their only armor protection is a yellow hard hat. Because almost all of these workers are civilians, they normally surrender during encounters with any armed Resistance members.

Missions	All
Hit Points	5 - 12
Primary Weapon	None
Skill	Very Weak (not worth the mess)
Defenses	None
Loot	Credits 5 - 10

Senator

These "elected" government officials are generally puppets for anyone with money and power. They may look unarmed in their gray suits, but all Senators carry a BA-41 pistol and won't hesitate to flash it when threatened. The upside to this is that their corpses are usually loaded with credits.

Mission	9
Hit Points	40
Primary Weapon	BA-41 pistol
Secondary Weapon	PA-21 laser
Skill	Weak
Defenses	None
Loot	Medikit 45%, Credits 75 - 100

ARMS, AMMO AND OTHER TOYS

Category Explanations

Weapon Category. What class of weapon the item falls under — projectile, energy-beam weapon, or rocket. Projectile weapons use standard-piece ammunition (such as bullets, shotgun shells, or grenade launchers). Energy-beam weapons fire energy beams or pulses generated by a chemical or fusion energy cell worn by the soldier. Rockets are rocket launchers, simply enough.

First Mission Available. First mission for which you can buy this item. For example, "2" for the Patriot means that you can buy the BA-40 Patriot from Weasel before you start Mission 2. (A complete listing of mission-by-mission weapons and supplies you can buy from Weasel appears in **Weasel's Black Market Specials**, pp. 26-27.)

Ammo Type. Type of ammunition (or beam) used by this particular weapon — .30 or .40-caliber bullets, an electro-magnetic pulse beam, shotgun shells, etc.

Rounds/Cartridge. Number of shots that can be fired per cartridge. This only applies to projectile weapons and rocket launchers, not to energy weapons.

Rate of Fire. Maximum number of shots that can be fired per second.

Damage/Shot. Total damage delivered by one shot. Although a single bullet or shotgun shell may explode in multiple bursts, the number listed reflects the total damage. For example, the AC-88 Reaper fires 6 shots per second. Each shot contains five mini-bursts that deliver 13 points of damage each, amounting to 65 points of damage per shot.

Energy Use. The number of joules (battery units) per shot drained by using this item.

Blast Radius (explosives only). The effective radius of the explosive (in feet) when it strikes its destination. Any target or destructible object within this radius receives damage.

Maximum Energy Units (batteries only). The maximum number of joules (battery units) that can be stored in this battery.

Description. Text describing the weapon or item's operation.

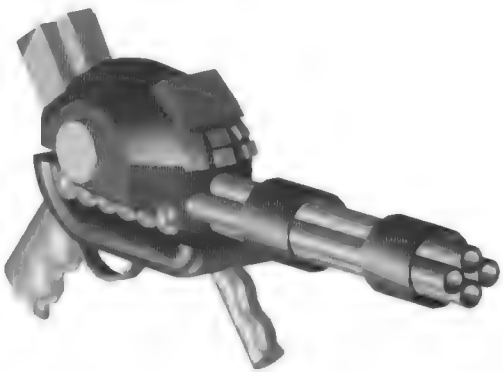
AC-88 Reaper

Weapon Category	Projectile
First Mission Available	10
Ammo Type	Shotgun shells
# Rounds/Cartridge	12
Rate of Fire	6 shots/sec.
Max. Damage/Shot	17 per burst, 5 bursts per shot
Effective Shields	All
Shield Cost	100
Cost	2750 credits

Description. The Reaper lives up to its reputation as one of the most devastating anti-personnel weapons in the WEC arsenal. This rapid-fire (6 shots per second) shotgun is a more devastating variation of the SG-A1 Conformer. It is especially capable of delivering a great deal of damage in indoor areas.

Despite the hefty price increase over the Conformer, the AC-88 is definitely worth the investment. The addition of a Teflon-lined barrel doubles the refire rate over the SG-A1 and gives improved semiautomatic action. A laser telescopic sight increases accuracy by approximately 10%.

AC-88 Reapers are commonly used to dispel rioting crowds and are often carried by compound perimeter guards.



AR-7 Rocket Launcher

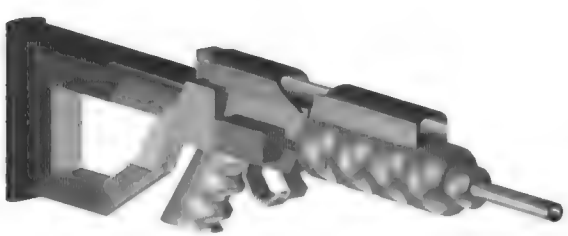
Weapon Category	Rocket
First Mission Available	3
Ammo Type	Rocket
# Rounds/Cartridge	8
Rate of Fire	6 shots/sec.
Max. Damage/Shot	200 per burst, 3 bursts per shot
Blast Radius	10 ft
Effective Shields	None
Cost	4500 credits

Description. This hand-held launcher bears the distinction of being the only man-portable WEC weapon capable of firing rockets. These self-propelled projectiles split into several bursts upon impact. From an offensive standpoint, they are invaluable — rockets deliver a great deal of damage and can penetrate any shield type.

A standard rocket is approximately 1.5 cm in diameter and 5 cm long, and a standard magazine holds 8 rounds. Upon impact, the shell shatters and delivers 200 points of damage.

The latest-model launcher has a built-in timer chip that allows the user to set an electronic timer/range fuse that detonates the rocket at a pre-set range. Although the rockets are not yet guided, R & D expects to develop an operational prototype guidance chip in less than a year's time.

Unlike most other weapon-certification requirements, AR-7 users must obtain a specific endorsement on their weapon permit.



BA-40 Patriot

Weapon Category	Projectile
First Mission Available	1
Ammo Type	.40 caliber bullet
# Rounds/Cartridge	20
Rate of Fire	5 shots/sec.
Max. Damage/Shot	20
Effective Shields	All
Shield Cost	75
Cost	525 dredits (standard issue)

Description. The Patriot was designated as the standard-issue handgun for all WEC armed services after the BA-20 was abandoned in 2191. All employees are required to complete the handgun safety course during their initial enlistment period and must present their Patriot upon request or during all scheduled or unscheduled inspections.

The gun chassis is molded from ballistic-grade plastics, while the barrel, trigger and other metal parts are made of alloy metals. The BA-40 fires a caseless .40 shell and is most commonly fitted with a 20-round internal magazine.

Few modifications have occurred in this particular model, although cartridge and barrel adapters that accommodate varying ammunition types are in existence.



BA-41 Peacemaker

Weapon Category	Projectile
First Mission Available	2
Ammo Type	.40 caliber bullet
# Rounds/Cartridge	20
Rate of Fire	7 shots/sec.
Max. Damage/Shot	20
Effective Shields	All
Shield Cost	75
Cost	750 credits

Description. The Peacemaker is an automatic derivative of the Patriot, but is distinct in that it carries more powerful projectile ammunition. Standard cartridge load consists of BA-40 20-round magazines. Unlike the BA-40 bullets, the improved BA-41 ammunition features a split cartridge that releases two bursts per round for increased damage potential.

The Peacemaker is among the least expensive of the WEC weapons and is typically used for bodyguard duty, infiltration missions and perimeter defense missions. It is best applied as a close-range weapon, although the dual-burst rounds widen the weapon's radius of damage.



EM-4 Vortex

Weapon Category	Energy beam
First Mission Available	7
Ammo Type	Electromagnetic radiation (battery-drive)
Rate of Fire	3 shots/sec.
Damage/Shot	5
Energy Use	135
Effective Shields	Graviton
Shield Cost	750
Cost	2250 credits

Description. The EM-4 delivers only limited damage to humans, but is highly effective against servomechs. It has been phased in over the last six years in response to the servomech uprising in Sector 4, CNC, in which four people were killed.

The Vortex fires a concentrated electromagnetic pulse, which interferes with the gyroscopic guidance mechanisms of all standard servomechs. A secondary effect of the EM pulse is to temporarily "paralyze" the reactive circuits, thus removing the servomech's offensive capability.

Against humans, the electromagnetic charge does limited damage by inflicting low-grade burns that are treatable with surface ointments. Use of this weapon in computer data halls or system command centers is restricted to low-intensity settings.

Current regs call for a stockpile of EM-4 weapons in all mechanized compounds in the event that they become necessary for anti-servomech operations.



GL-303 Grenade Launcher

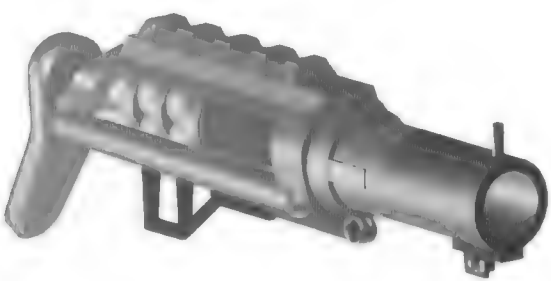
Weapon Category	Projectile
First Mission Available	5
Ammo Type	Grenade (explosion)
# Rounds/Cartridge	10
Rate of Fire	1 shot/sec.
Damage/Shot	80
Blast Radius	10 ft
Effective Shields	None
Cost	4000 credits

Description. At least one member of every WEC fire team is required to carry a GL-303, although extensive use among police and anti-terrorist units usually warrants three per team. This grenade is primarily used to dispel crowds or large groups of protesters.

The normal Consortium anti-personnel grenade used with this weapon is the 303 grenade, which delivers both concussion and incendiary damage.

The standard grenade rounds are streamlined, 9.2 centimeter plastic projectiles weighing 102 to 144 grams. Because of its low ammunition weight, the GL-303 is able to support an internal, 10-grenade magazine.

The grenades explode on impact, spraying flaming shards in a 360-degree radius (both horizontally and vertically). This is especially effective against organic targets — when they takes a direct hit, they burst into flames and die soon thereafter.



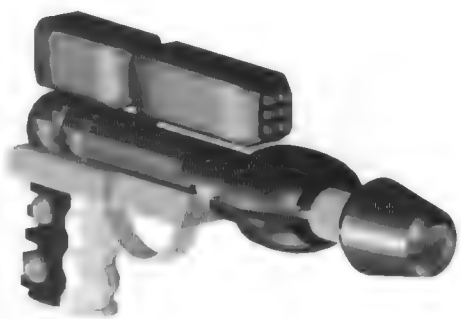
PA-21 Arbitrator

Weapon Category	Energy beam
First Mission Available	4
Ammo Type	Laser beam (battery-driven)
Rate of Fire	3 shots/sec.
Damage/Shot	45
Energy Use	25
Effective Shields	Plasma, Graviton
Shield Cost	400
Cost	1500 credits

Description. The Arbitrator is one of the WEC's most popular all-purpose weapons and effectively eliminates both organic and servomech targets. This lightweight energy sidearm is normally issued to officers and senior non-commissioned officers in special teams. The PA-21 is also commonly used during special missions and installation defense operations. No qualification or permit endorsement is currently necessary for this weapon.

The Arbitrator fires a single-pulsed spectral laser beam and delivers light damage to the tune of 3 pulses per second. An advanced focusing chip provides pinpoint accuracy within 18 millimeters of the barrel centerline at 100 meters. Also, the addition of a flash suppressor minimizes shooter exposure during nighttime missions.

While the PA-20 relied on all-cadmium battery packs, model 21 features miniature fusion batteries. Allowing for normal use, each battery gives approximately 6 months of service.



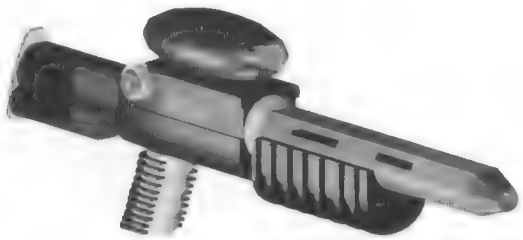
PA-31 Adjudicator

Weapon Category	Energy beam
First Mission Available	7
Ammo Type	Laser beam (battery-driven)
Rate of Fire	5 shots/sec.
Damage/Shot	45
Energy Use	35
Effective Shields	Plasma, Graviton
Shield Cost	400
Cost	2600 credits

Description. The PA-31 is an automatic version of the PA-21 laser sidearm, and is quickly replacing all of its predecessors. At least one soldier in every WEC infantry squad carries this weapon and is designated the "lightning rod." In addition, the WEC maintains special forces that employ the PA-31 as the standard arm during anti-armor missions, attacks on armored emplacements, and special missions.

Due to its intense and rapid-pulse beam, the Adjudicator is particularly effective against robots and ambulatory weapons platforms. Its designator sight system and battery pack are identical to those found in the PA-21. However, an advanced focusing chip has significantly increased the refire rate — the PA-31 can be fired approximately five times for every three shots from a PA-21. This is one of the few powerful weapons that leaves enemy bodies intact enough to search for loot.

As of 3 May 2194, all PA-31 users must be trained and registered by the WEC.



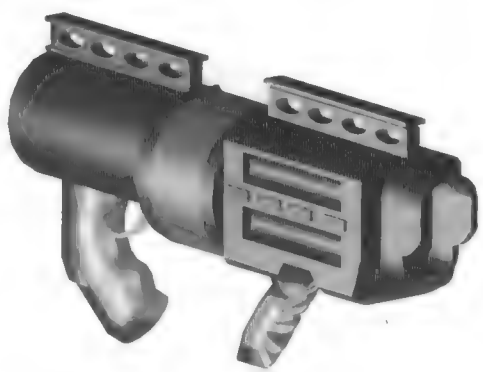
PL-1 Unifier

Weapon Category	Energy beam
First Mission Available	9
Ammo Type	Plasma stream (battery-driven)
Rate of Fire	10 shots/sec.
Damage/Shot	35
Energy Use	45
Effective Shields	Plasma, Graviton
Shield Cost	375
Cost	2800 credits

Description. The Unifier is the only plasma weapon in existence, and thus has a unique mode of operation. Superheated, ionized gases are mixed into a state of equilibrium and formed into linear pulses by a condensed magnetic field. These plasma balls flare to 1200 degrees centigrade and can easily pass through most metallic barriers.

Due to the intense heat of a plasma pulse, a direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonized residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully-automatic weapon is capable of firing up to ten shots per second; those powered by fusion batteries support slightly higher refire rates.

The only WEC plasma weapon currently in mass production, the PL-1 is normally used for military commando operations and police SWAT teams, and was only recently approved for use by special forces.



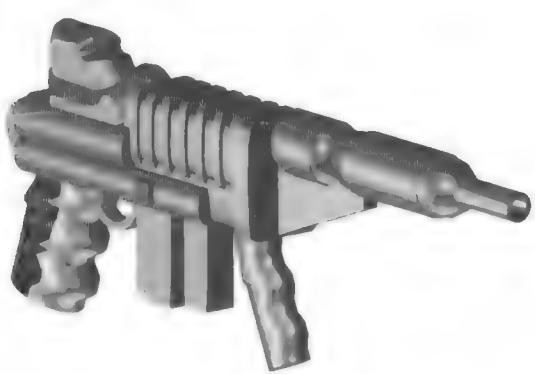
RP-22 Conciliator

Weapon Category	Projectile
First Mission Available	2
Ammo Type	.30 caliber slugs
# Rounds/Cartridge	60
Rate of Fire	6 bursts/sec.
Damage/Shot	20 per shot, 2 shots per burst
Energy Use	2
Effective Shields	All
Shield Cost	75
Cost	1600 credits

Description. The RP-22 Conciliator is the mass production rifle of the WEC, and is normally carried by guards or sentries on foot duty. The RP-22 semi-automatic rifle is also issued to Security Cartel police units and sometimes civilian conscripted guards. Sensitive installations commonly stockpile Conciliators for emergency site defense, and civilian sportsmen claim that the RP-22 is a superb automatic hunting rifle.

The Conciliator's standard ammo consists of .30 rounds, with 60 rounds per magazine. Each shot is preset to fire in 2-round bursts, and the 6 shot/second refire rate gives this weapon a high overall damage potential.

The RP-22 can be fitted with either an optical or electronic sight, which increases its effective range to about 200 meters. The frame and barrel are constructed entirely of ballistic-grade plastics, and the rounds are both frictionless and caseless. Standard options include a shoulder-mount sling and bipod apparatus.



RP-32 Pacifist

Weapon Category	Projectile
First Mission Available	5
Ammo Type	.30 caliber slug
# Rounds/Cartridge	60
Rate of Fire	10 bursts/sec.
Damage/Shot	20 per shot, 3 shots per burst
Effective Shields	All
Shield Cost	75
Cost	2200 credits

Description. Another standard infantry weapon for all WEC military forces, the RP-32 is virtually identical to the RP-22, except that it fires three-round, rather than two-round, bursts. This effectively increases the damage potential by 33 percent. Although the Pacifist is slightly more expensive than its R-22 counterpart, it's well worth it considering the improved refire rate.

The most notable feature of the Pacifist is the incorporation of a magnetic feed system instead of the traditional belt-feed mechanism. It is estimated that free-loading ammunition will cut production costs by half and reduce jamming problems.



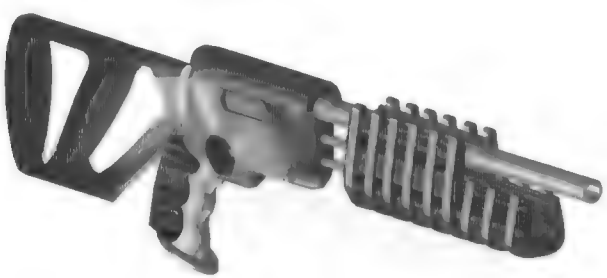
SG-A1 Conformer

Weapon Category	Projectile
First Mission Available	2
Ammo Type	Shotgun shell
# Rounds/Cartridge	12
Rate of Fire	2 bursts/sec.
Damage/Shot	17 per shot, 8 shots per burst
Effective Shields	All
Shield Cost	100
Cost	1400 credits

Description. The Conformer is the elephant of all the WEC shotgun arsenal. This deadly anti-personnel weapon is standard issue for riot control forces and urban security units.

Despite its slow refire rate compared to other weapons, the SG-A1's damage potential is high enough to warrant its continued service. It fires a 13-gram breakaway shell with fragmented shrapnel, and carries 12 Teflon-coated shells per magazine. The smooth bore and chamber feature an automatic load system that eliminates the hinged stock found in earlier models.

As with the RP-22, sportsmen have adopted this weapon for large game. No permit is needed for military use, although corporate and civilian marksmen must complete an 8-hour handling course.



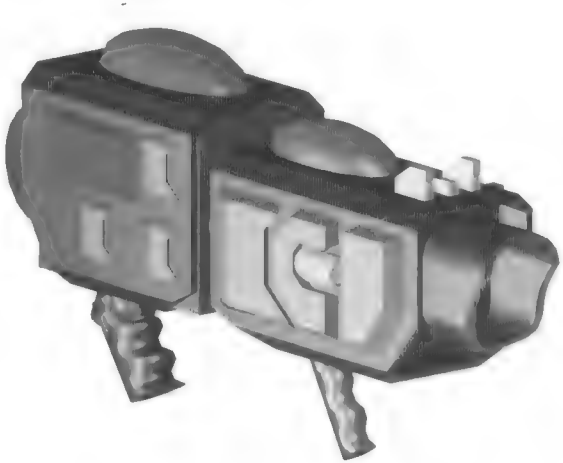
UV-9 Pulsar

Weapon Category	Energy beam
First Mission Available	11
Ammo Type	Ultraviolet pulse
Rate of Fire	3 shots/sec.
Damage/Shot	110
Energy Use	210
Blast Radius	4 ft
Effective Shields	Graviton
Shield Cost	2500
Cost	5000 credits

Description. Still in development, the UV-9 is the single most destructive single-user firearm developed by any military or corporate cartel. Its fusion battery generates and fires a pulse of concentrated ultraviolet energy measuring *c.* 397 nanometers in length. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmored human target.

At present, the UV-9 is not standard issue for any regular WEC forces, although field trials have been conducted by experimental heavy-weapons units. Test trials are scheduled for completion in the next few months, and full production is expected to begin soon.

The latest Pulsar prototype (though not yet available to WEC forces) is outfitted with a thermal imaging scope.



Energy Shields

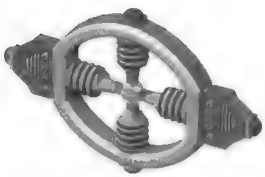
The first energy shield was patented in 1997 by Alonso Melethat, although it was rudimentary in nature and depended solely on a main power connection. The first versions were used to protect stationary objects — jewelry cases, government security terminals, network rooms, etc. — against explosive attacks. A personal vest-like version appeared in 2010, but still required the wearer to plug into a stationary power source.

The development of power cells and extended-life battery packs led to portable energy vests. Today three main types exist: the ionic shield, the plasma shield and the graviton shield. All three use interchangeable connectors and can energize using chemical, fusion and fission batteries.

Don't forget to stock up on these batteries before a difficult mission — and never, never go into a mission unless you're carrying a shield of one type or another. Not only will the shield protect you against projectiles, it will also stave off energy weapon beams. If you haven't picked up a shield yet, talk to Weasel — he'll be able to set you up with one.

Shield	***Effective Against ...***
Ionic	AC-88, SG-A1, BA-40, BA-41, RP-22, RP-32
Plasma	AC-88, SG-A1, BA-40, BA-41, PA-21, PA-31, PL-1, RP-22, RP-32
Graviton	AC-88, SG-A1, BA-40, BA-41, PA-21, PA-31, PL-1, RP-22, RP-32, EM-4, UV-9

Ionic Shield



First Mission Available 1

Energy Use 100

Cost (standard issue)

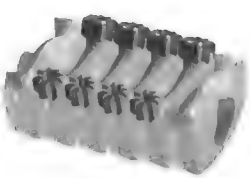
Description. This personal shield generator turns normal battery energy into a protective sphere of energized electrons that surrounds and protects the wearer. The high-speed electrons can absorb the kinetic energy of any **ballistic projectiles**, greatly reducing their damaging effects.

The electrons trace a pre-set path around the closest edge of the wearer's aural field, creating a semi-protective layer around the entire body. The speed of the electrons is high enough to render most projectiles useless and deflect beams from energy weapons, but just slow enough to allow air molecules to permeate the shield.

The standard ionic shield weighs 1.2 kilos and can be carried on a belt or shoulder mount. A small thumb activation switch on the wearer's belt energizes the shield in only .002 seconds, giving this shield the quickest activation time of any personal energy barrier.

The ionic shield is primarily used by police and riot-control units, but is also available on a free-market basis.

Plasma Shield



First Mission Available 5

Energy Use 150

Cost 2500

Description. This shield envelopes the user in a sphere of plasma, which reduces the energy of **ballistic projectiles** more efficiently than the ionic shield. It also effectively dilutes the destructive potential of **energy-beam weapons**.

Though plasma gases in their initial state have high heat intensity, a supercooling coil connected to the battery pack cools the shield by several thousand degrees. A small layer of inert gas between the clothing or armor and the plasma insulates the wearer from the plasma heat. The plasma field is directed by a magnetic "wave" that emanates from two poles on either side of the harness or suit.

The plasma shield weighs 3.3 kilos and is either worn in a web-harness or built into a rigid armor suit. R & D is currently working on an adjustable-intensity harness model, which, if approved, will become standard issue for all WEC personnel next fiscal year.

Graviton Shield

First Mission Available 10

Energy Use 250

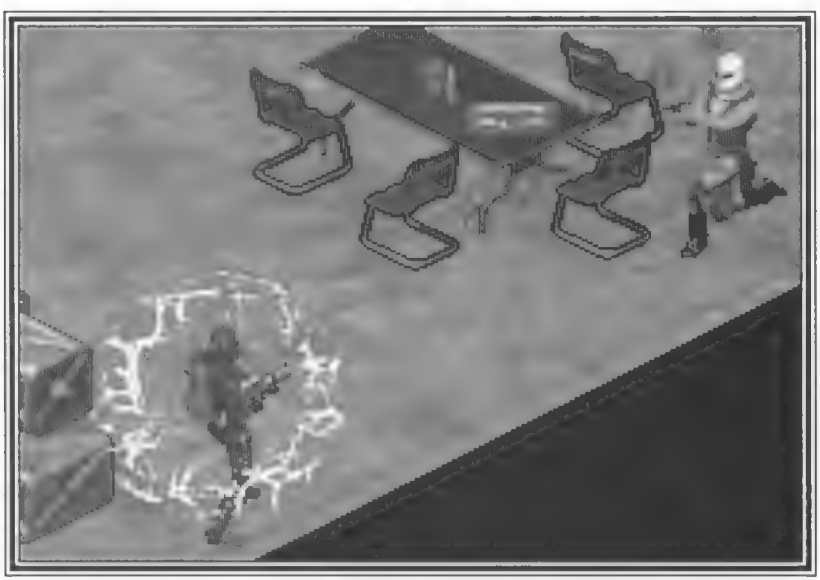
Cost 3500 credits



Description. Still in its experimental stages, the graviton shield creates a local space-time distortion around the wearer by surrounding him or her with a particle field. These particles are fed through a field-shaping lens that is personalized to conform to the wearer's body even during movement.

No known kinetic or electromagnetic force short of the megaton range can penetrate this field. Unfortunately, the graviton shield is both expensive and extremely energy-inefficient. Not under general issue at this time, it is used primarily for VIP protection and special missions.

The base unit weighs 5 kilos and is built into a special undergarment vest or into normal armor. An enhanced model prototype is on the drawing terminal, but details are sketchy at best.



Batteries

All shields and energy weapons require power for operation. This power is supplied in the form of an external battery or personal power supply, both of which can be recharged with power cells. Three battery types are currently available — the chemical battery, the fission battery and the fusion battery. Multiple power devices, such as an ionic shield and an energy weapon, can all be connected to a single battery.

The energy cells used to recharge batteries are disposable storage units that are stockpiled at every WEC location. Although these power cells do not directly run equipment, they transfer their potential energy to chemical, fission or fusion batteries. The resulting catalytic reaction restores 33 percent of any battery's total capacity.

Chemical Battery

First Mission Available 1

Maximum Energy Units 2500

Cost (standard issue)

Description. The chemical battery has the lowest power rating of the three battery types. It is used for small electronic devices and also by small servomechs with low power drain (such as the Roaming Susan and Thermatron).

The chemical battery uses a cadmium-nickel core, which is encased by a standard plastic shell with two poles. Regular power cells can be used to recharge chemical batteries.

Fission Battery

First Mission Available 6

Maximum Energy Units 5000

Cost 850 credits

Description. Twice as powerful as the chemical battery, the fission battery is a general-use battery applicable to both military and personal use. Nearly all servomechs and enlisted personnel carry this battery type.

The one drawback to the fission battery occurs in servomechs, which use a direct circuit connection to power its shields. If the shield system malfunctions, the power feedback often renders the battery ineffective.

Fusion Battery

First Mission Available 9

Maximum Energy Units 10,000

Cost 1450 credits

Description. The fusion battery is four times as powerful as the chemical battery, and twice as powerful as the fission battery. It outperforms any other battery in existence and delivers 10,000 joules per second. The fusion battery is highly recommended for use with electric land vehicles or items with high power drain (such as the graviton shield).

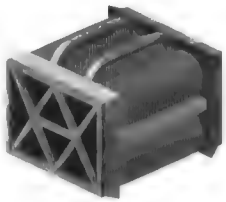
The fusion battery's plenum and fuel assemblies are almost in a self-sustaining equilibrium; however, they still require frequent recharging. A single power cells recharges this battery by one-third of its potential.

Energy Cell

First Mission Available 2

Energy Charges a battery to 1/3 its capacity

Cost 300 credits



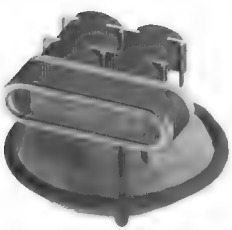
Description. These portable energy storage devices will recharge chemical, fusion or fission batteries by one-third of their total capacity. Energy cells are disposable and are good only for one-time use. The casings, however, are recyclable. Most soldiers and conscripts carry at least one extra at all times, although recent Resistance attacks on energy cell plants has affected WEC supply channels.

Explosives

You'll find that explosives are useful in any situation, especially when you're assigned to take out a specific system or piece of hardware. Mines and detpacs are excellent for territory denial missions, and serve as excellent booby traps in front of doors or teleport stations frequented by opposing forces.

Whenever you use explosives, make sure you stay out of the range of the explosion — the Resistance has had over twenty accidents so far this year from secondary blast radius damage.

Detpac



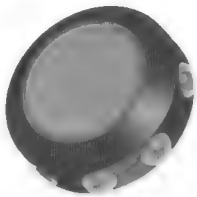
First Mission Available	2
Damage	150
Blast Radius	10 ft
Effective Shields	None
Cost	250 credits

Description. The detpac is a satchel explosive charge used by most WEC forces. Considered standard issue, the detpac is composed of two units — the explosive itself, and a hand-held radio detonator.

Although detpacs are useful in most situations that require a small explosive charge, their remote-control range is limited to 50 meters in open terrain. Due to interference, this range shortens considerably when the detpac is used indoors or in heavy terrain.

A detpac weighs slightly less than 1 kilo. Because the charges are so light, a single soldier is normally issued two to three detpacs on a mission.

Limpet Mine (Land Mine)



First Mission Available 2

Damage 100

Blast Radius 10 ft

Effective Shields None

Cost 200 credits

Description. The limpet mine is a small explosive device that detonates whenever a non-stationary object moves within .5 meters of its sensitive detection field. These mines can be place on any horizontal surface by using a small electrostatic charge.

Once placed and activated, the user has three seconds to move out of range. After this, any movement inside the half-meter range detonates the explosive.

Limpet mines are extremely light (less than 0.3 kilos each), and a soldier can carry several of them at once.

Spider Bomb



First Mission Available 2

Damage 150

Blast Radius 10 ft

Effective Shields None

Cost 250 credits

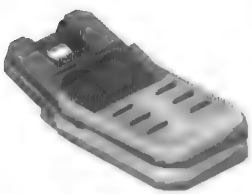
Description. These robotic mines have a limpet body, but are also outfitted with mechanical legs and a rudimentary guidance system. Ambulatory spider bombs can be released by a soldier from concealment, and they literally walk to the point of detonation. A skilled soldier can drop and maneuver these walking bombs around corners and into hard-to-hit areas by guiding them with a hand-held joystick unit.

Alarm Card

First Mission Available -na-

Description. A simple derivative of the magnetic stripe card, alarm cards are used to deactivate tripped alarm systems. The user simply inserts the card into an alarm slot to deactivate the security computer in that area. Most WEC guards carry them to deactivate security once an area is cleared of trespassers, so it might be wise to search any dead guards you find. Note that your friend Weasel doesn't deal in security articles.

EMP Inhibitor



First Mission Available 5

Energy Use 2000

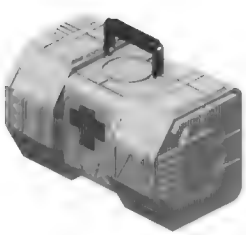
Cost 3000 credits

Description. The inhibitor is primarily a defensive device that is used against malfunctioning servomechs. By emitting a tuned, high-powered EM pulse, it temporarily interrupts normal operation in all standard-model servomechs. The pulse interrupts seretonin-circuitry and essentially freezes all motor routines.

Due to its extreme power requirements, use of the inhibitor is strictly regulated. Anyone wishing to obtain and use this device must have proven need. It is almost always used for infiltration, sabotage and other commando-style operations.

A single inhibitor weighs approximately 0.7 kilos.

Medikit



First Mission Available 2

Cost 250 credits

Description. The medikit is a one-use field kit designed to sustain the injured party until medical help can be obtained. Its microscopic injection system contains anesthetics, stimulants, antibiotics and anti-shock medications, and it also has a skin sealant function. Medikits are powered by a small, internal fuel cell that lasts for approximately five years.

The Medikit is designed only for temporary use on the battlefield and is not effective for severe injuries where loss of blood or consciousness endangers the user's life. In cases of severe injury, medical attention should be obtained ASAP.



MAPS

THE FINE ART OF OBSERVATION

Consider these maps your early warning system. Everything from Health Stations to Electric Eyes have been marked, based on the default setting of "Loose Cannon." Easier levels won't have quite so many weapons and robots trying to kill you. Similarly, there may be a few surprises left in "No Remorse," but then, that's why you chose that level, isn't it?

EXPLANATION OF MAP KEYS

Along with each map comes a dizzying display of color-coded dots. There is a dot over the location of any important item, plus some more thrown in so you can get the "whole effect." The meaning of each dot is explained in the map sidebar, but a few general notes are appropriate.

Connections

- A teleporter is indicated by a triangle in a circle.
- An elevator is indicated by two triangles in a circle.
- A walkway is indicated by a rectangle in a circle.
- **Hidden Items.** Not everything marked on the maps is immediately visible when you get there. Some items are hidden behind barrels or crates; some are stored in footlockers. Search and destroy wherever you go.
- **Carried Items.** Keycards are sometimes carried in a pocket. These cards are marked on the maps in the approximate location that you'll meet the person carrying them.
- **Two-Way Passage.** When two teleporters, elevators or doors are linked in a simple two-way connection, they are both the same color on a white background. For example, if stepping on Teleporter A takes you to Teleporter B, and stepping on Teleporter B takes you back to Teleporter A, they would both be the same color triangle in white dots.

A few points to note:

- Walkways and elevators always give two-way passage.
- In a few cases, two (or more) connections lead to the same place. In those cases, several exits might be marked with the same color.
- Teleporters, elevators and walkways marked in the same color have *no* relation to each other. (For example, a dark blue teleporter has no connection to a dark blue elevator.) There was a limit to how many distinct colors could be used, and so the same colors were used for all three types of connections.

One-Way Passage. A black background means that the teleporter won't return you to the place you began. When Teleporter A takes you to Teleporter B, but Teleporter B doesn't take you anywhere, Teleporter A would be (for example) a blue triangle in a white dot, but Teleporter B would be a blue triangle in a black dot.

No Passage. When a teleporter won't take you anywhere else within a mission, it is indicated by a black triangle in a white dot. Always. (Note that this means exit portals are usually black triangles in white dots.)

Multi-Passage. There are a few missions where the teleporter connections are a bit more complicated. The connections are explained in those missions' sidebars.

RESISTANCE BASE



RESISTANCE BASE

1 Colonel Ely

2 Weasel

3 Vargas

4 Reaves

5 Andrews

6 Brooks

7 Cardova

8 Teleporter to Mission

9 Video Mail & Kill Board

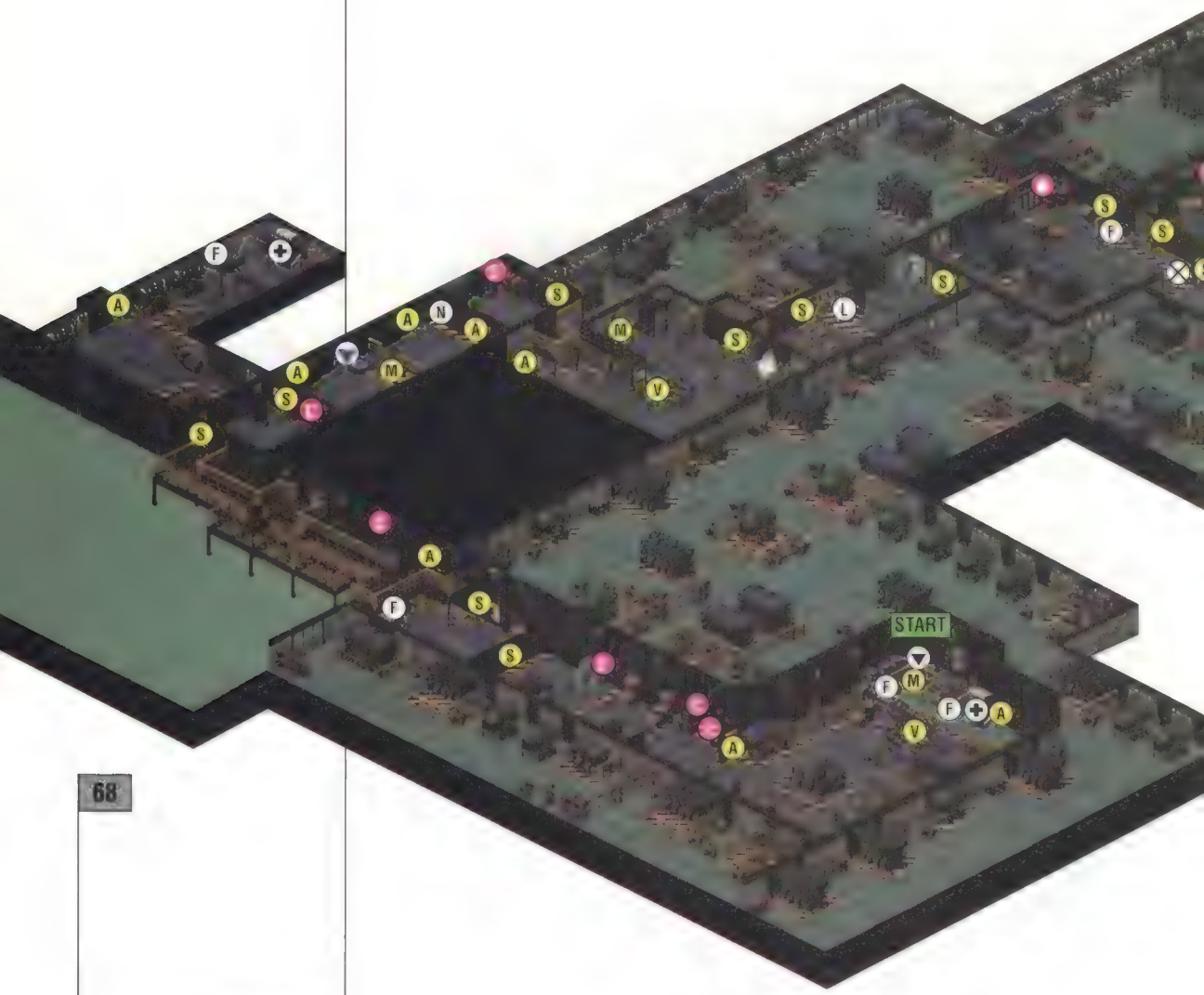
10 Power Station

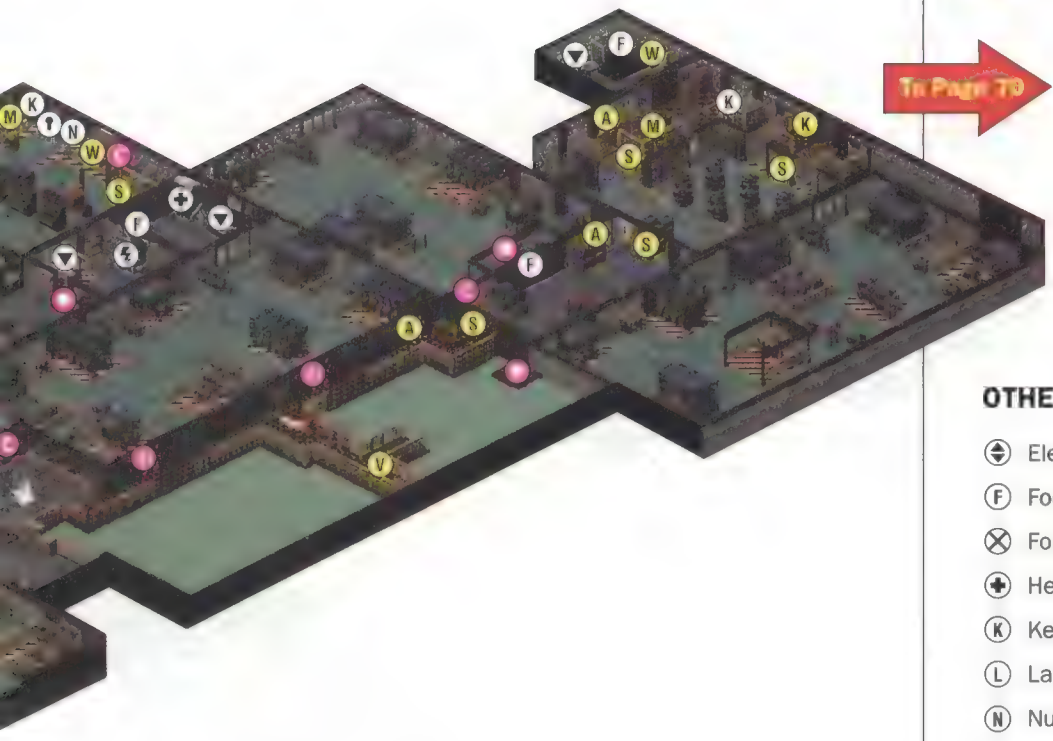
11 Health Station

12 Your Footlocker

THINGS TO SHOOT

- Bomb
- Camera
- Electric Eye
- Fan
- Land Mine
- Shootable Switch
- Weapon





To Page 70

THINGS TO USE

- (A) Alarm Box
- (M) Monitor
- (S) On/Off Switch
- (V) Valve
- (W) Watch Station
- (K) Keycard Reader

OTHERS

- Elevator
- (F) Footlocker
- Forcefield
- Health Station
- (K) Keycard
- (L) Laserbeam
- (N) Number Pad
- Power Station
- (R) Robot Station
- Safe
- Teleport
- Walkway

THINGS TO SHOOT

- Bomb
- Camera
- Electric Eye
- Fan
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- Weapon

OTHERS

- Elevator
- Footlocker
- Forcefield
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- Walkway

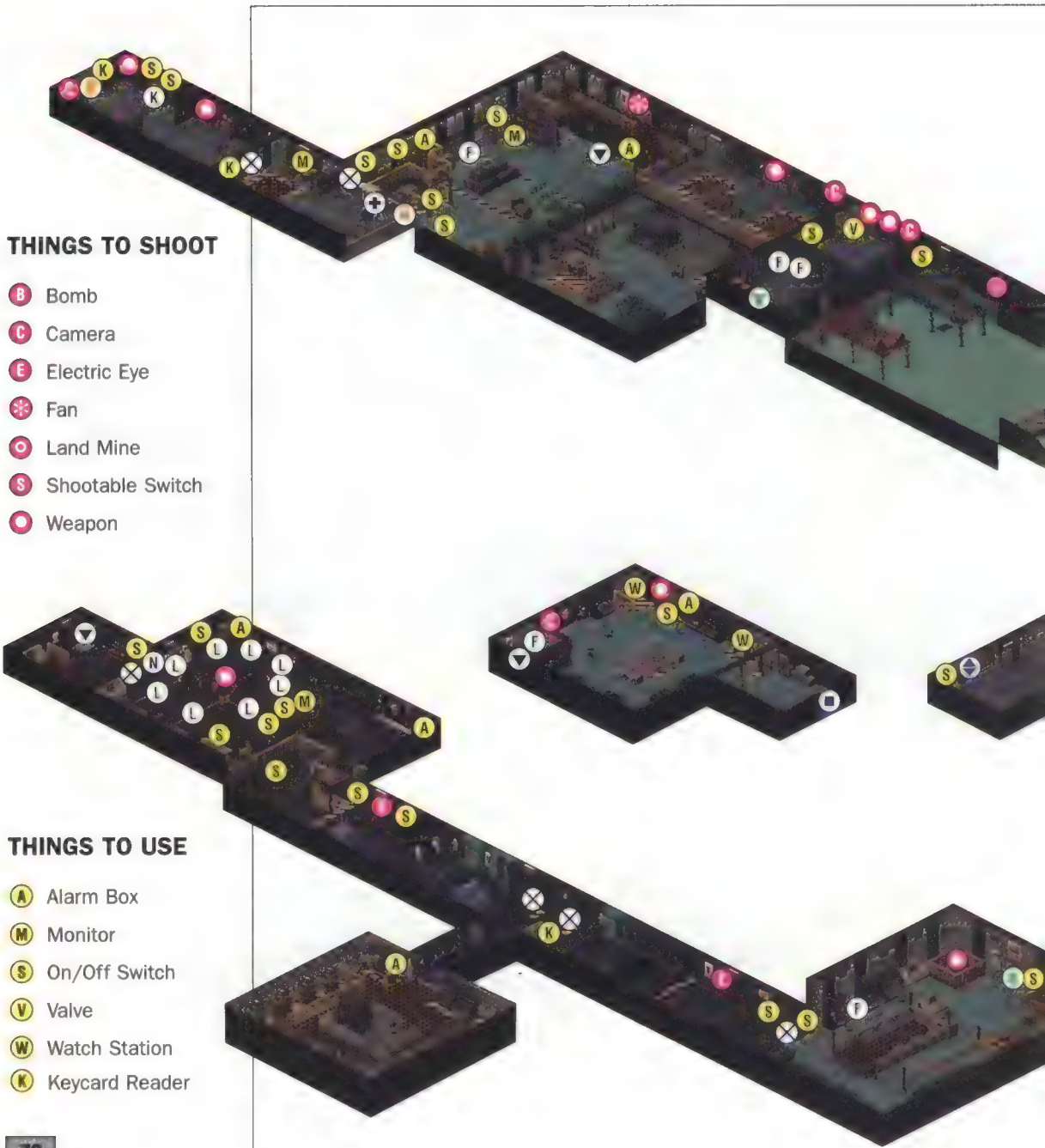


From Page 69



THINGS TO USE

- (A) Alarm Box
- (M) Monitor
- (S) On/Off Switch
- (V) Valve
- (W) Watch Station
- (K) Keycard Reader

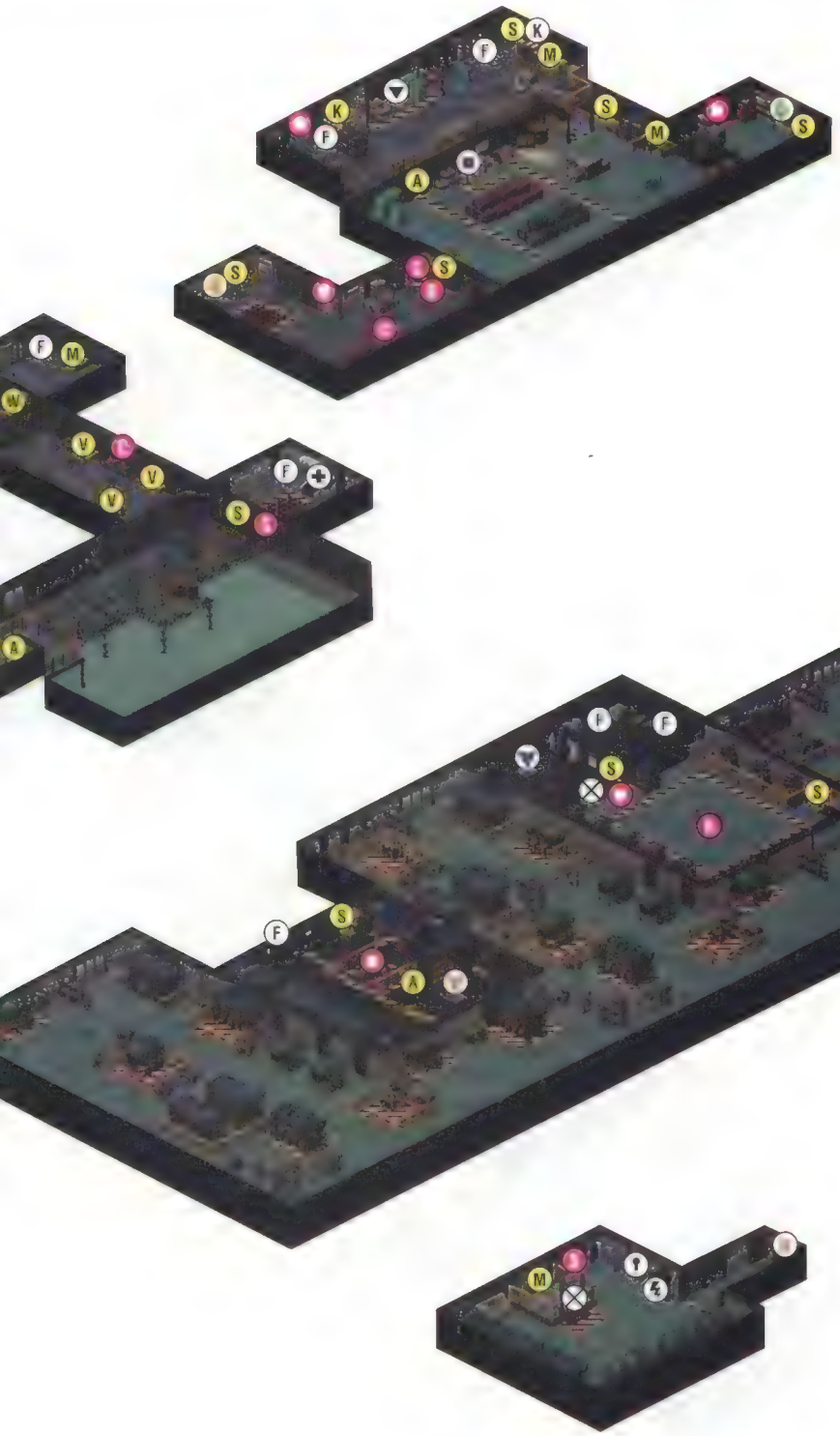


THINGS TO SHOOT

- Bomb
- Camera
- Electric Eye
- Fan
- Land Mine
- Shootable Switch
- Weapon

THINGS TO USE

- Alarm Box
- Monitor
- On/Off Switch
- Valve
- Watch Station
- Keycard Reader



OTHERS

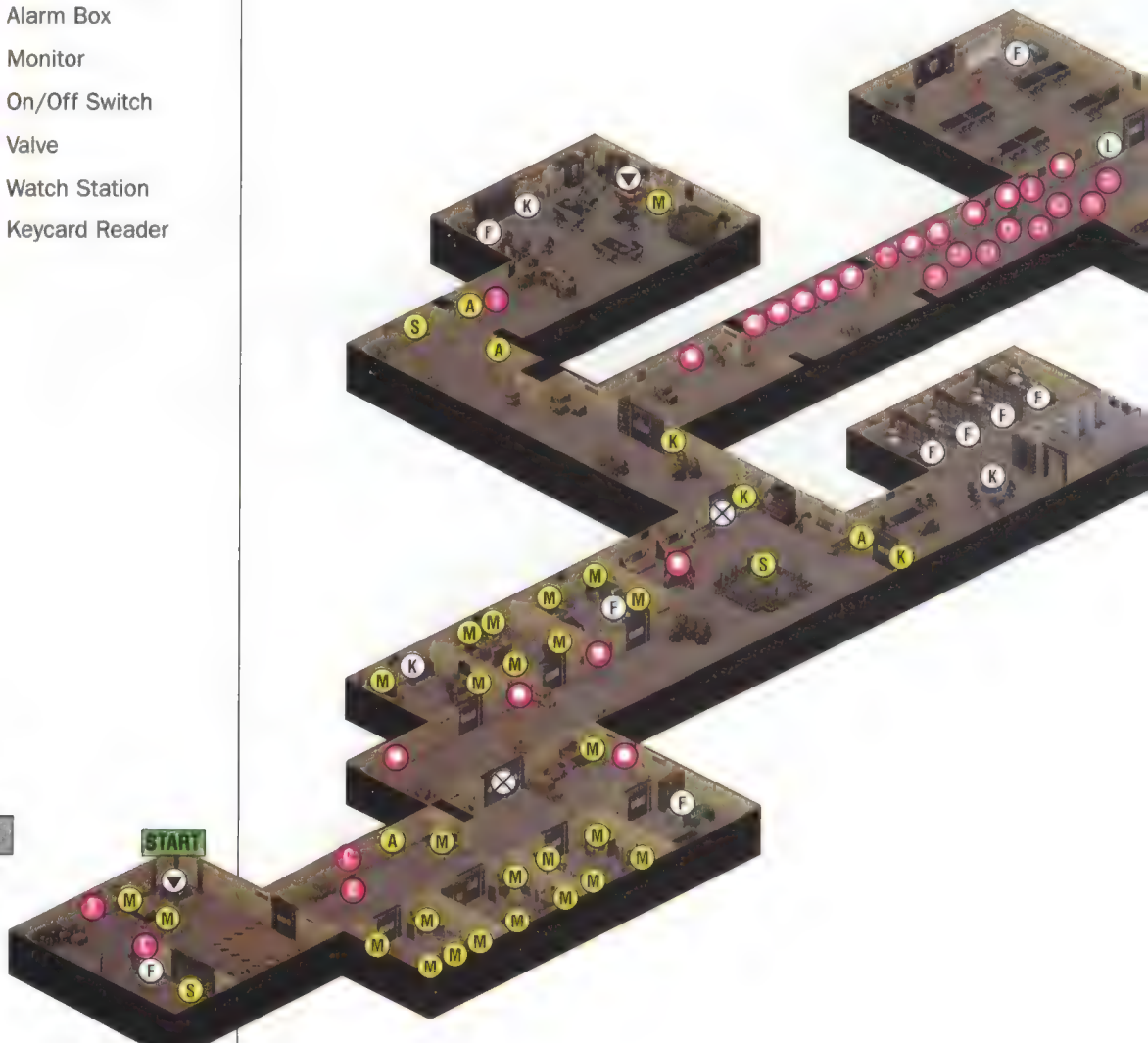
- Elevator
- Footlocker
- Forcefield
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- Number Pad
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- Weapon

THINGS TO USE

- Alarm Box
- Monitor
- On/Off Switch
- Valve
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OTHERS

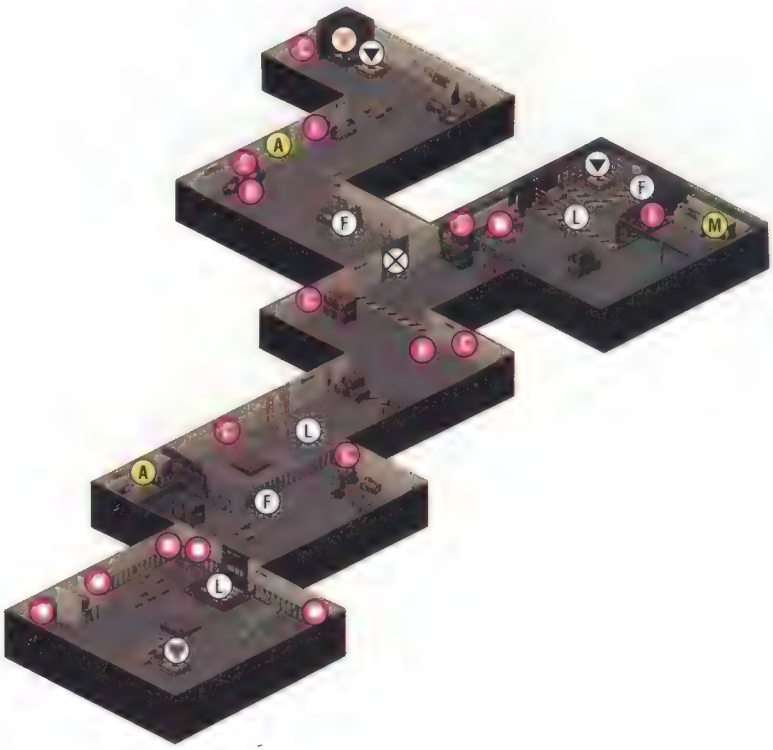
- Elevator
- Footlocker
- Forcefield
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THINGS TO SHOOT

- Bomb
- Camera
- Electric Eye
- Fan
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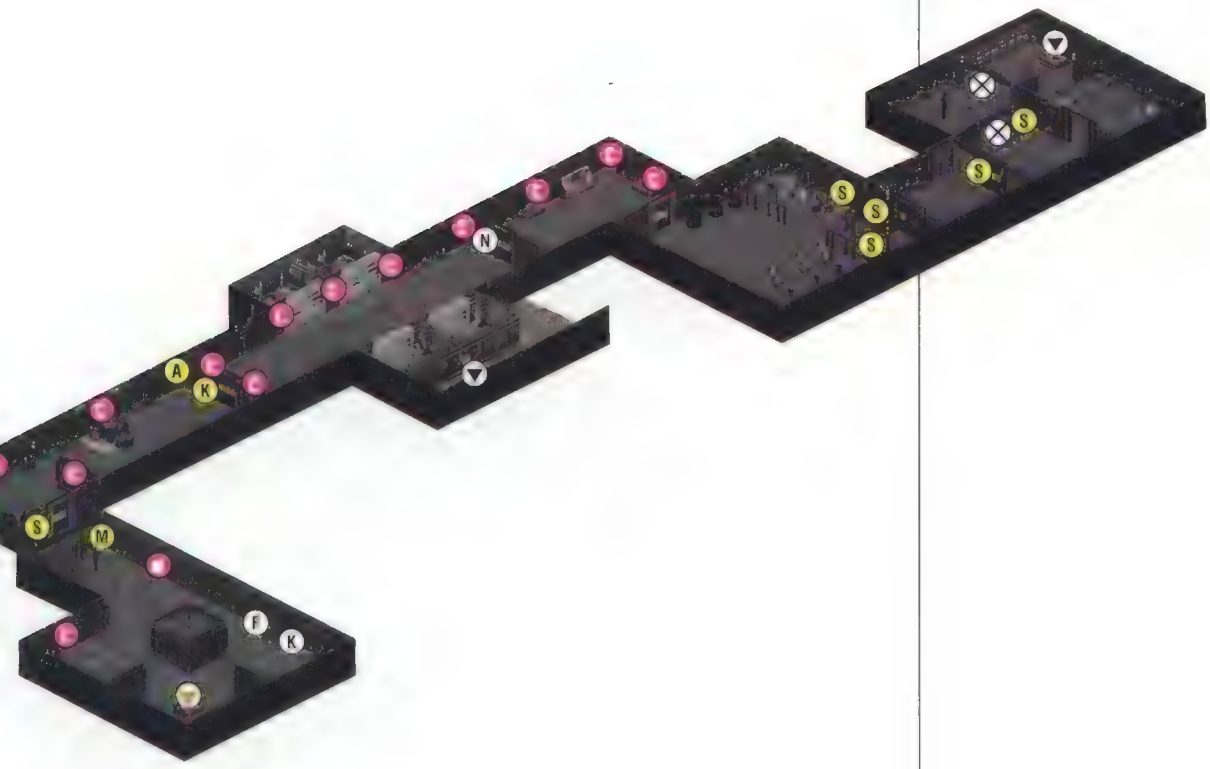
OTHERS

- Elevator
- Footlocker
- Forcefield
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- Keycard
- Laserbeam
- Number Pad
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THINGS TO SHOOT

- (B) Bomb
- (C) Camera
- (E) Electric Eye
- Fan
- Land Mine
- (S) Shootable Switch
- Weapon

THINGS TO USE

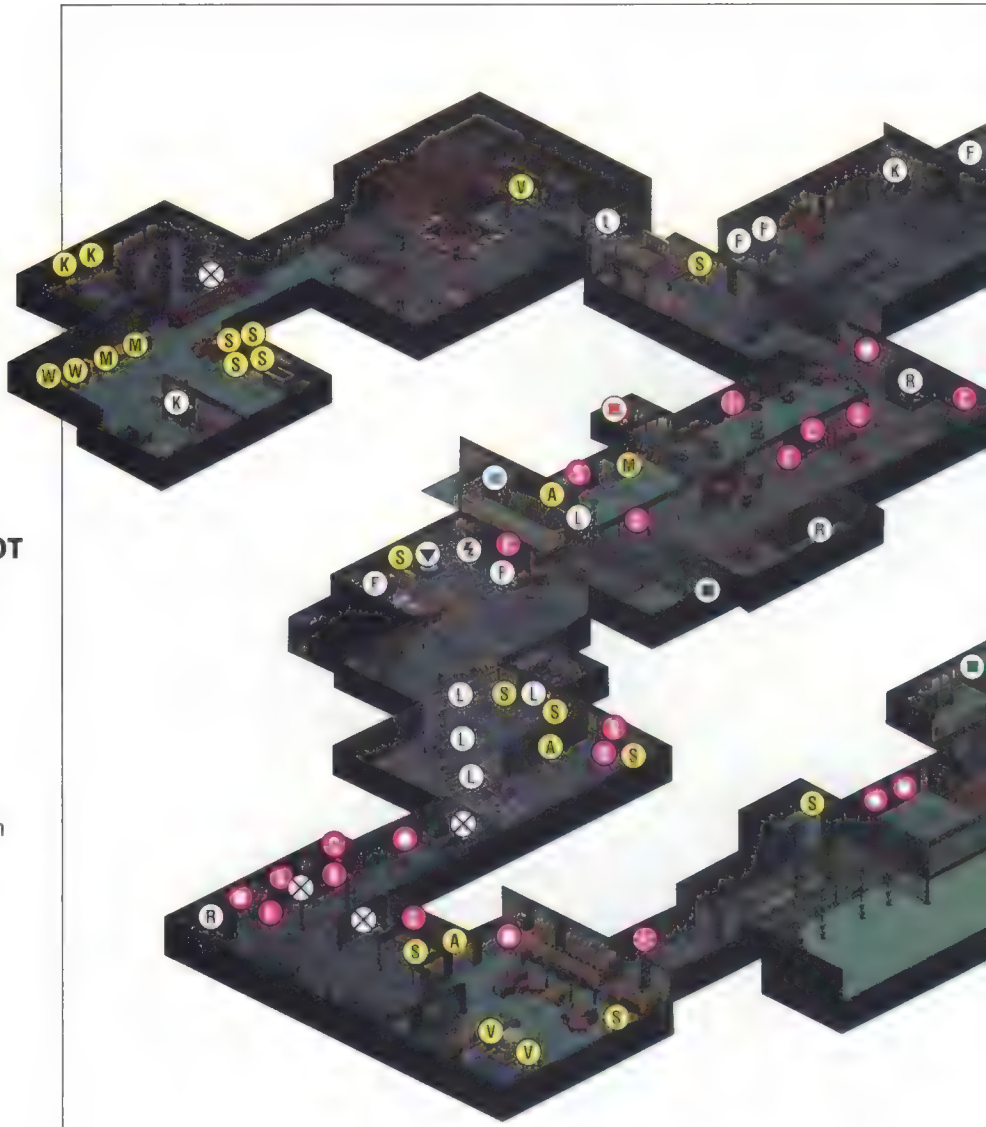
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OTHERS

- Elevator
- Footlocker
- Forcefield
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- Laserbeam
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- Walkway

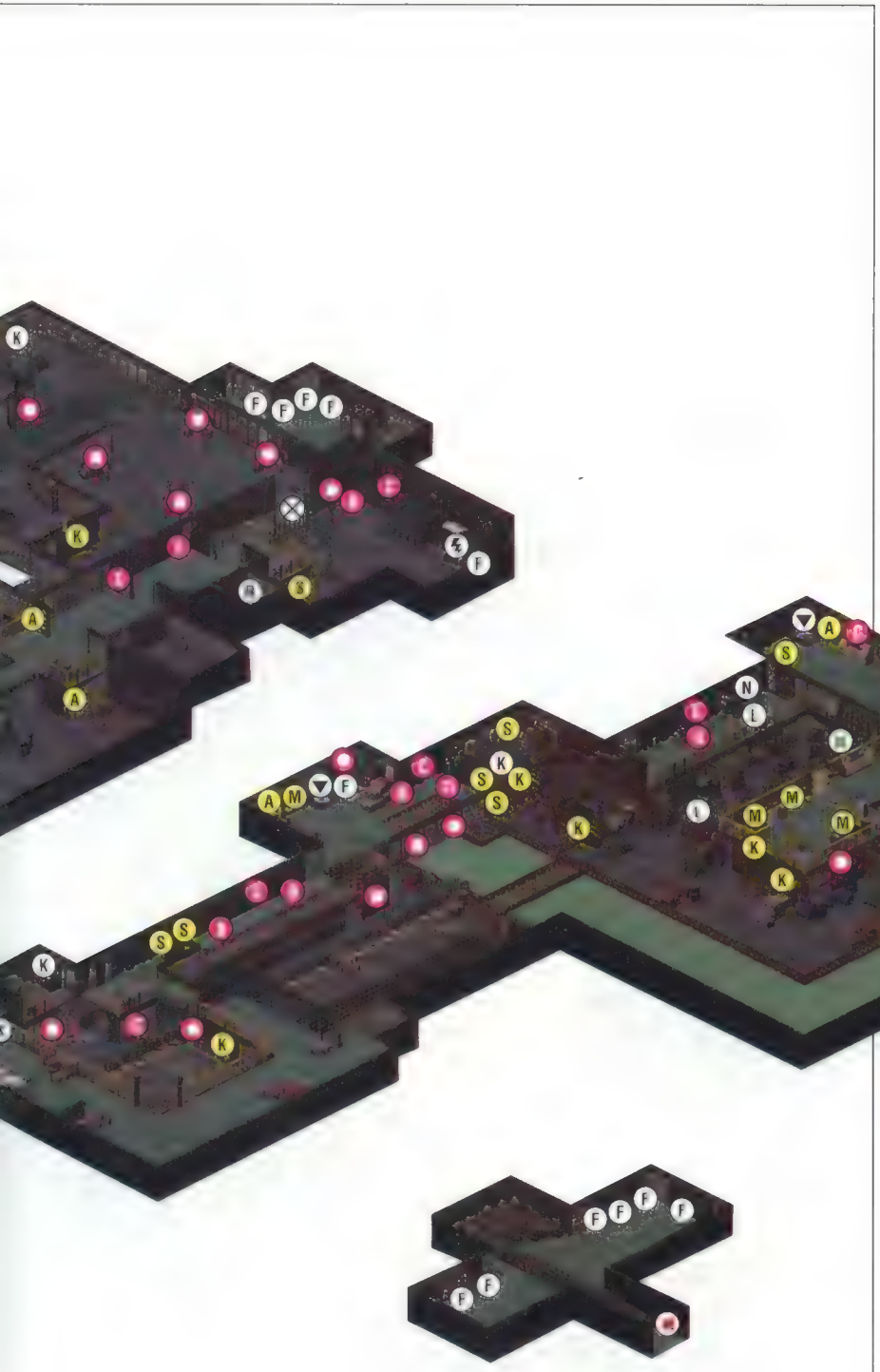


THINGS TO SHOOT

- (B) Bomb
- (C) Camera
- (E) Electric Eye
- Fan
- Land Mine
- (S) Shootable Switch
- Weapon

THINGS TO USE

- (A) Alarm Box
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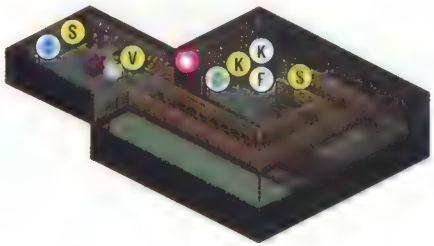
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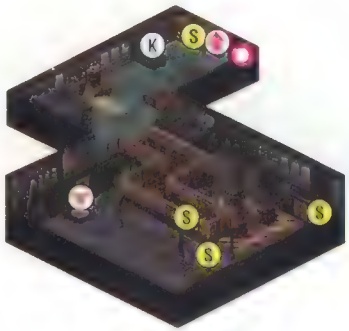
THINGS TO SHOOT

- Bombs
- Camera
- Electric Eye
- Fan
- Land Mines
- Shootable Switch
- Weapon

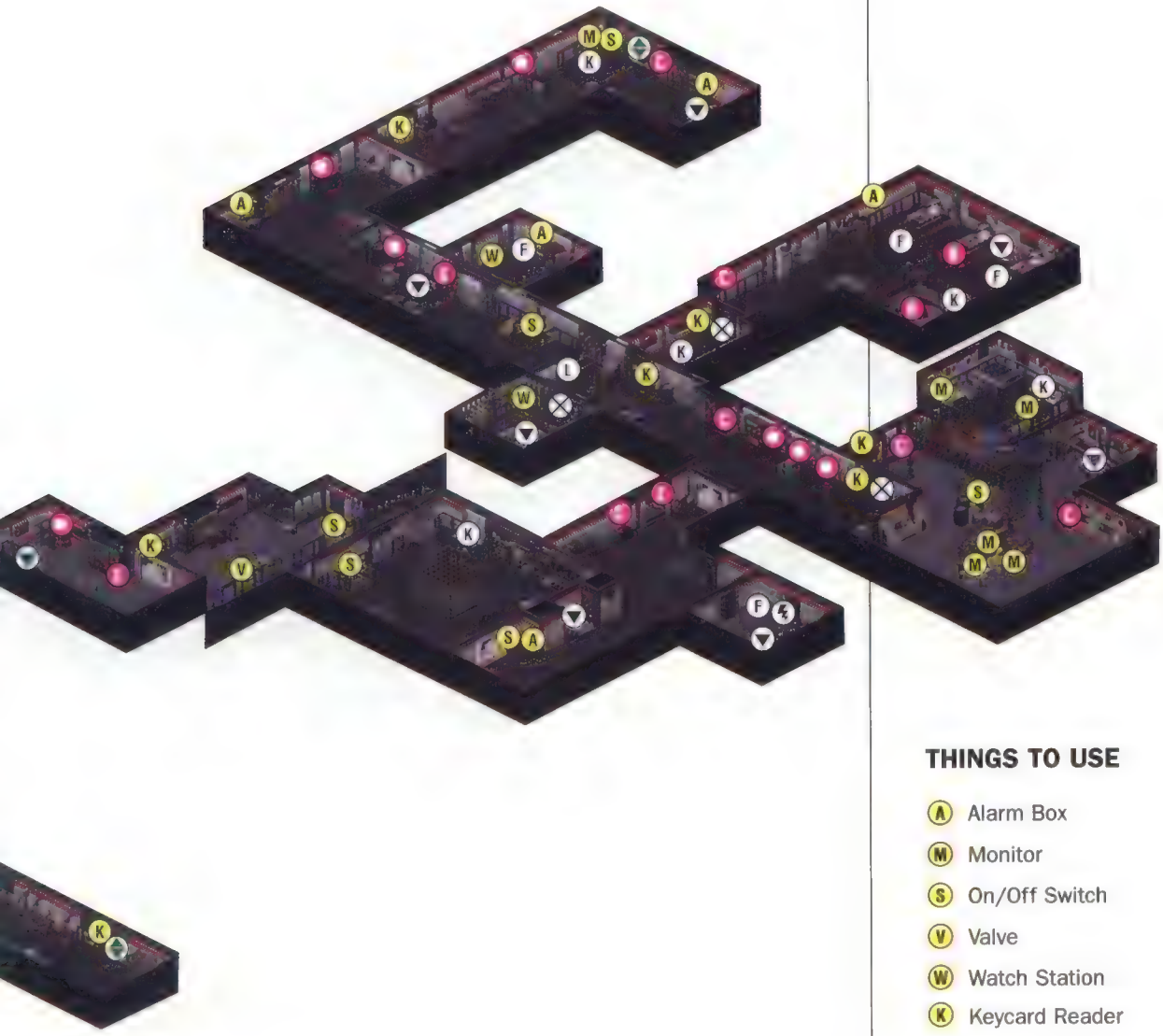
OTHERS

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THINGS TO USE

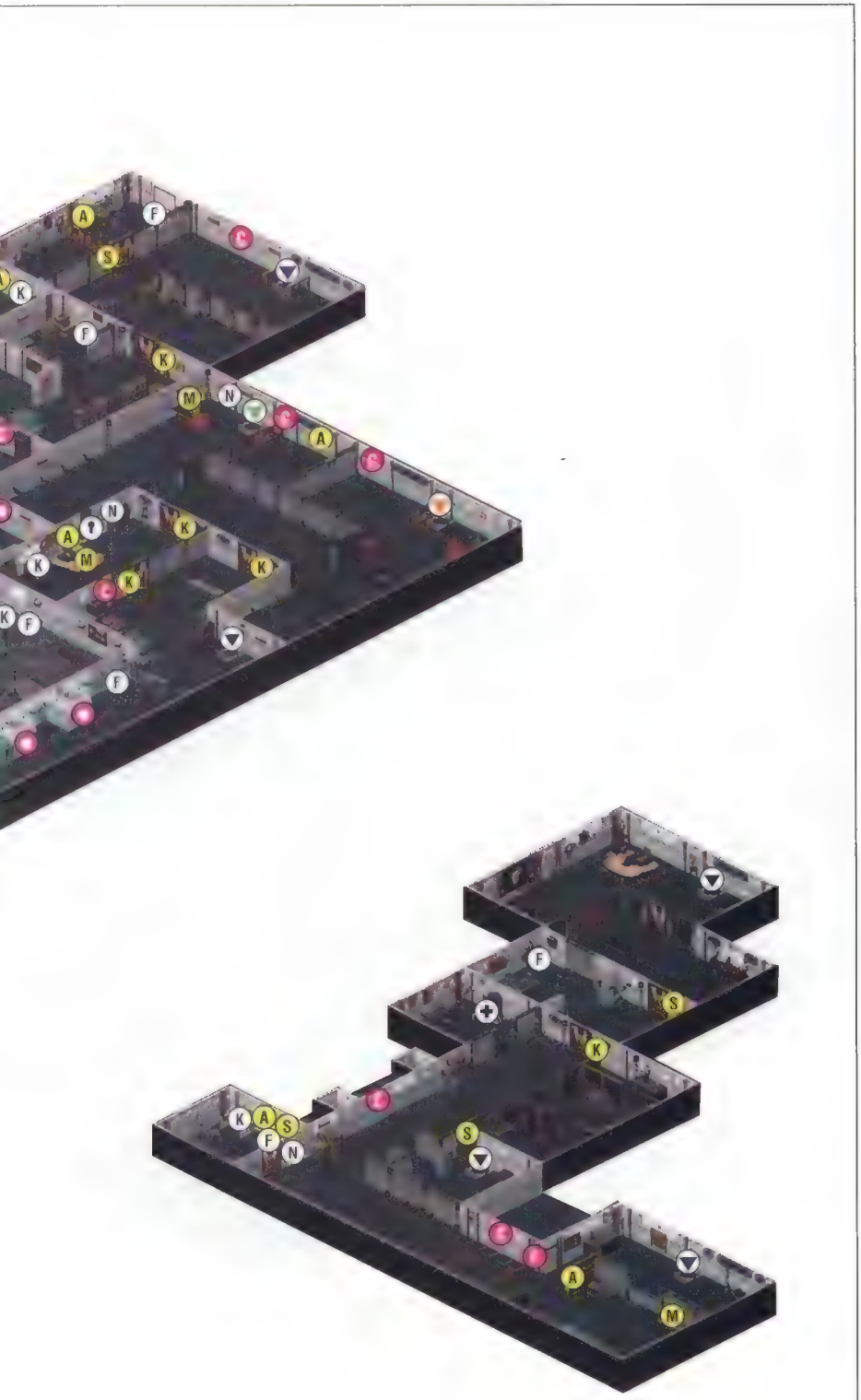
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THINGS TO SHOOT

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TELEPORTER	WITH CODE	W/O CODE
▼	-na-	▼
▼	▼	▼
▼	-na-	▼
▼	▼	▼
▼	-na-	▼
▼	▼	▼
▼	▼	▼
▼	-na-	▼



THINGS TO USE

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OTHERS

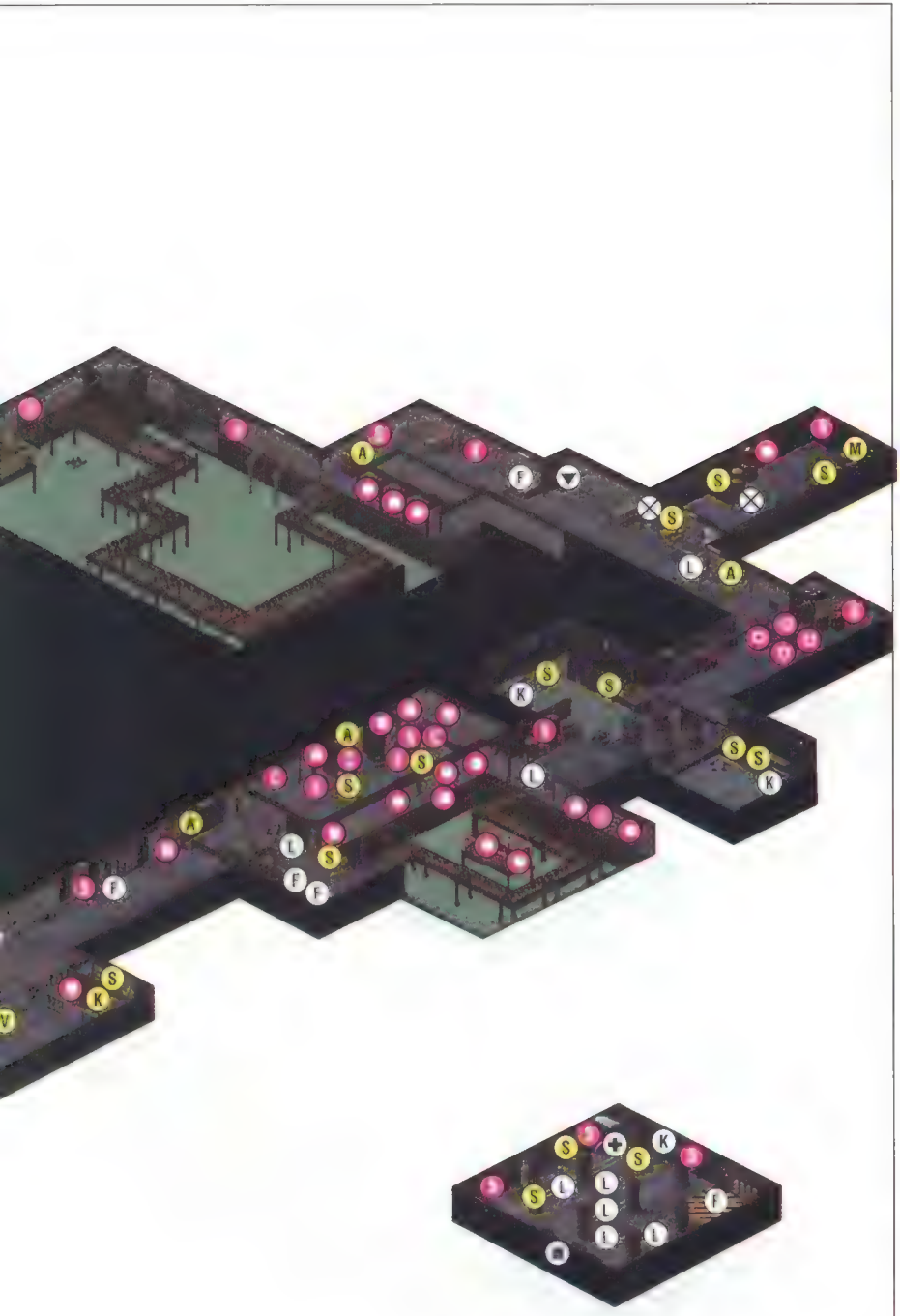
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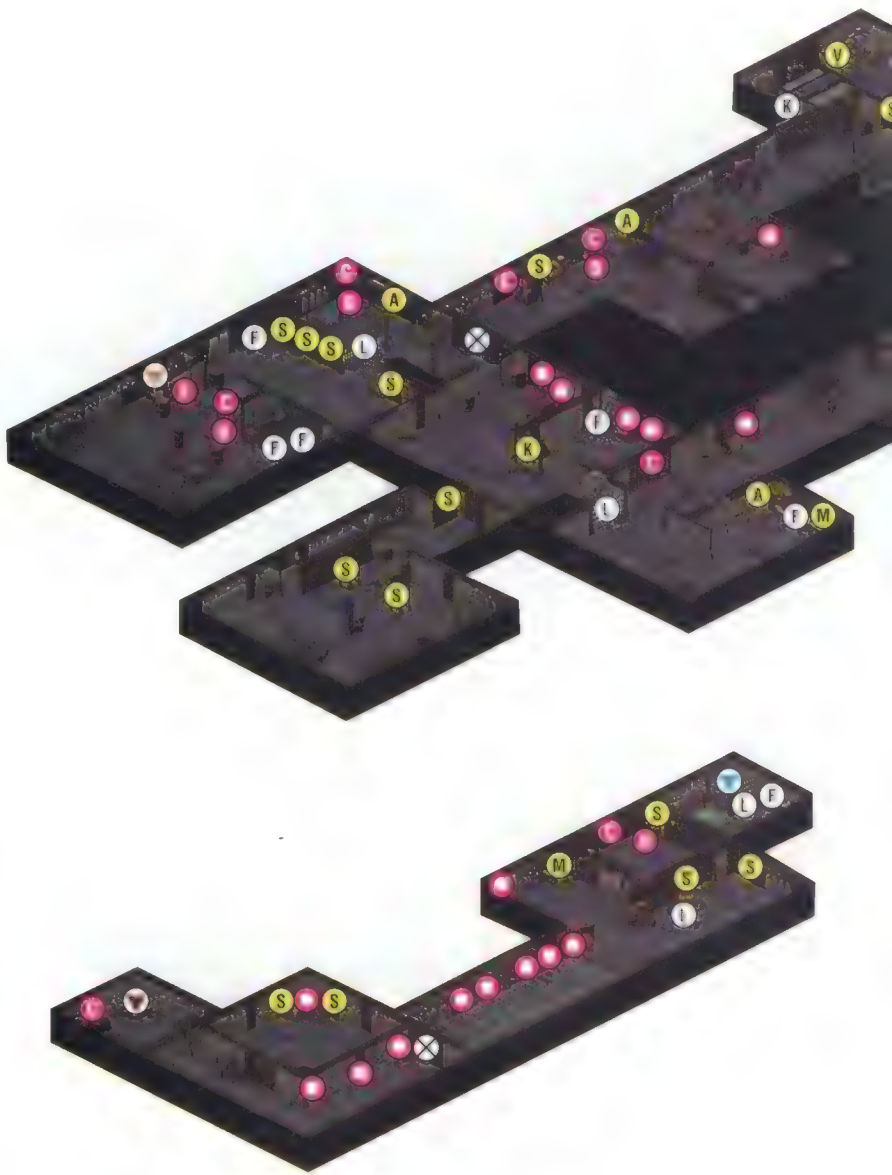
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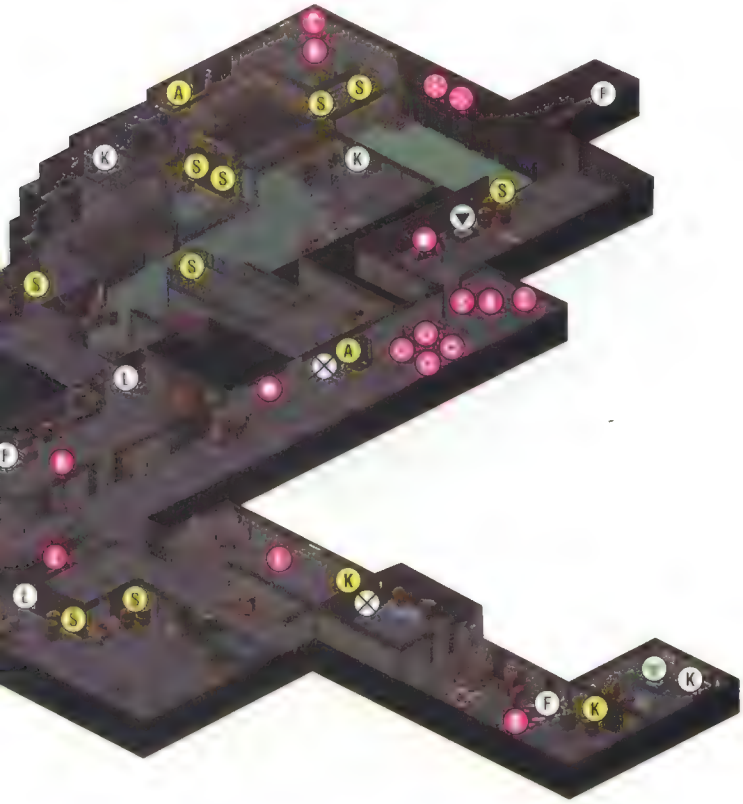
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THINGS TO USE

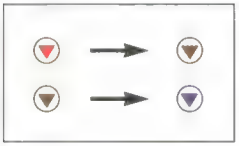
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OTHERS

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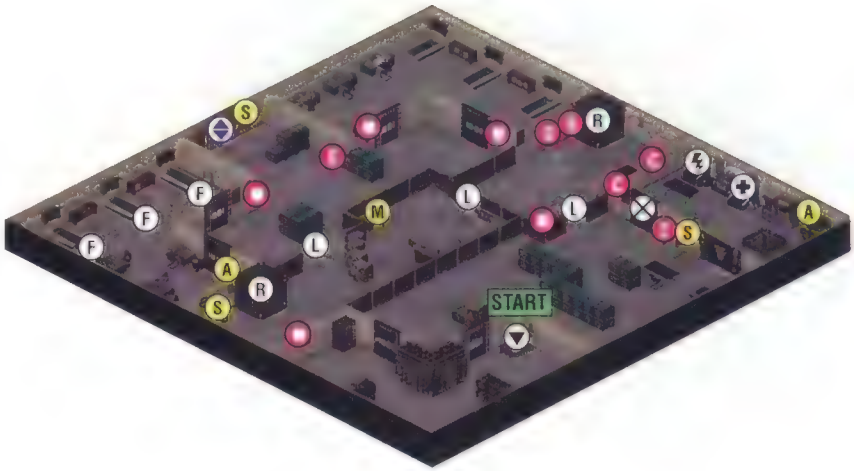


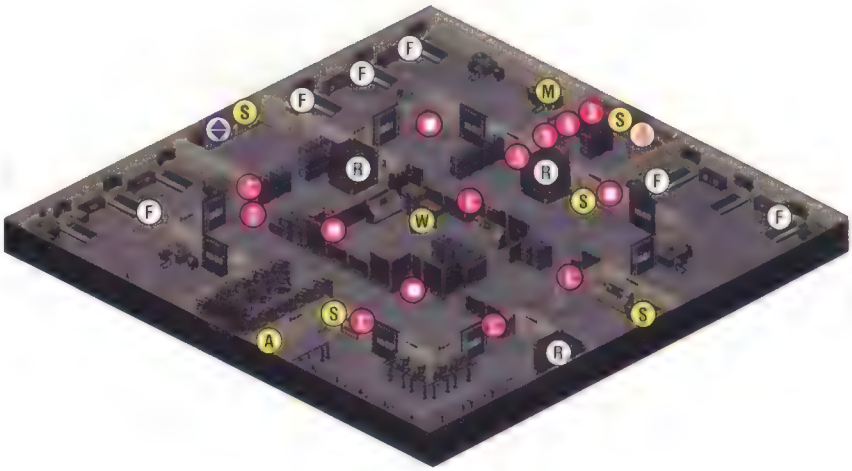
THINGS TO SHOOT

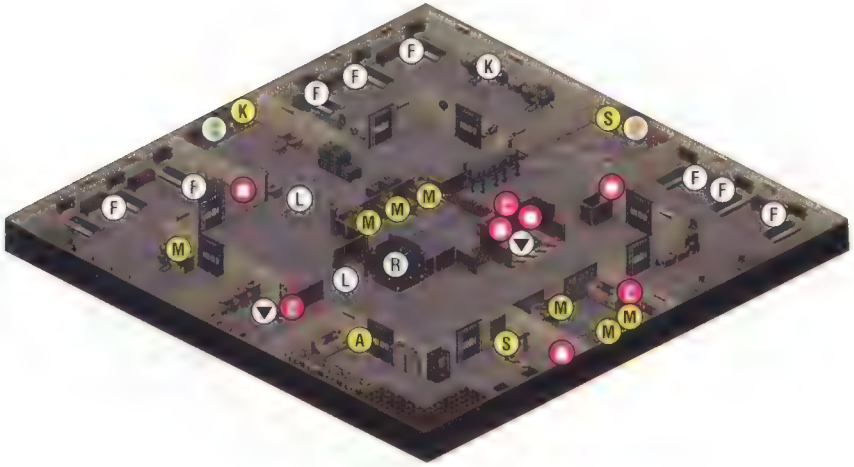
- (B) Bomb
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- Land Mine
- (S) Shootable Switch
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THINGS TO USE

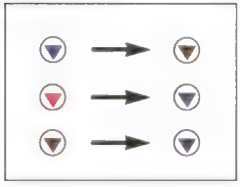
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OTHERS

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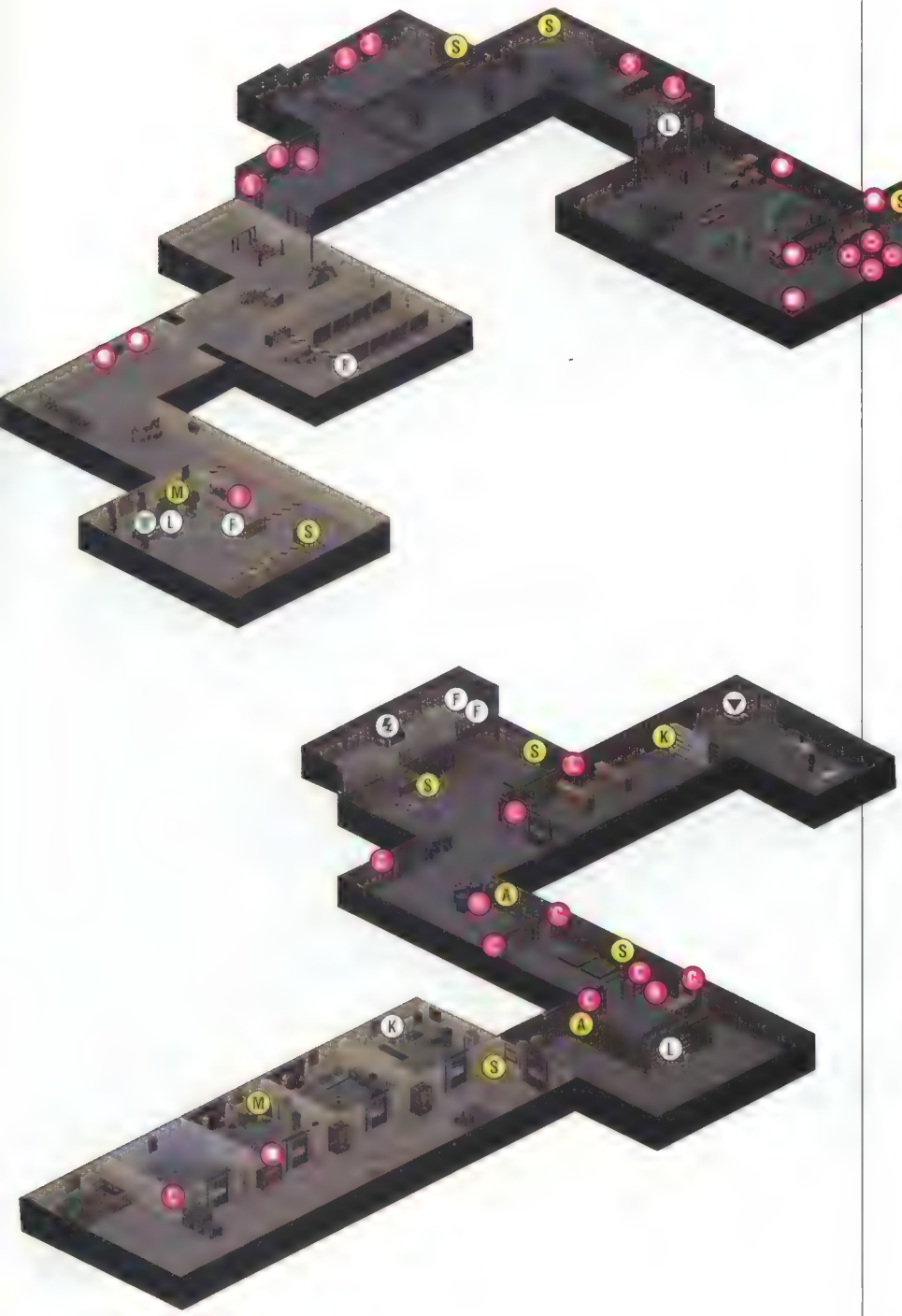
THINGS TO SHOOT

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OTHERS

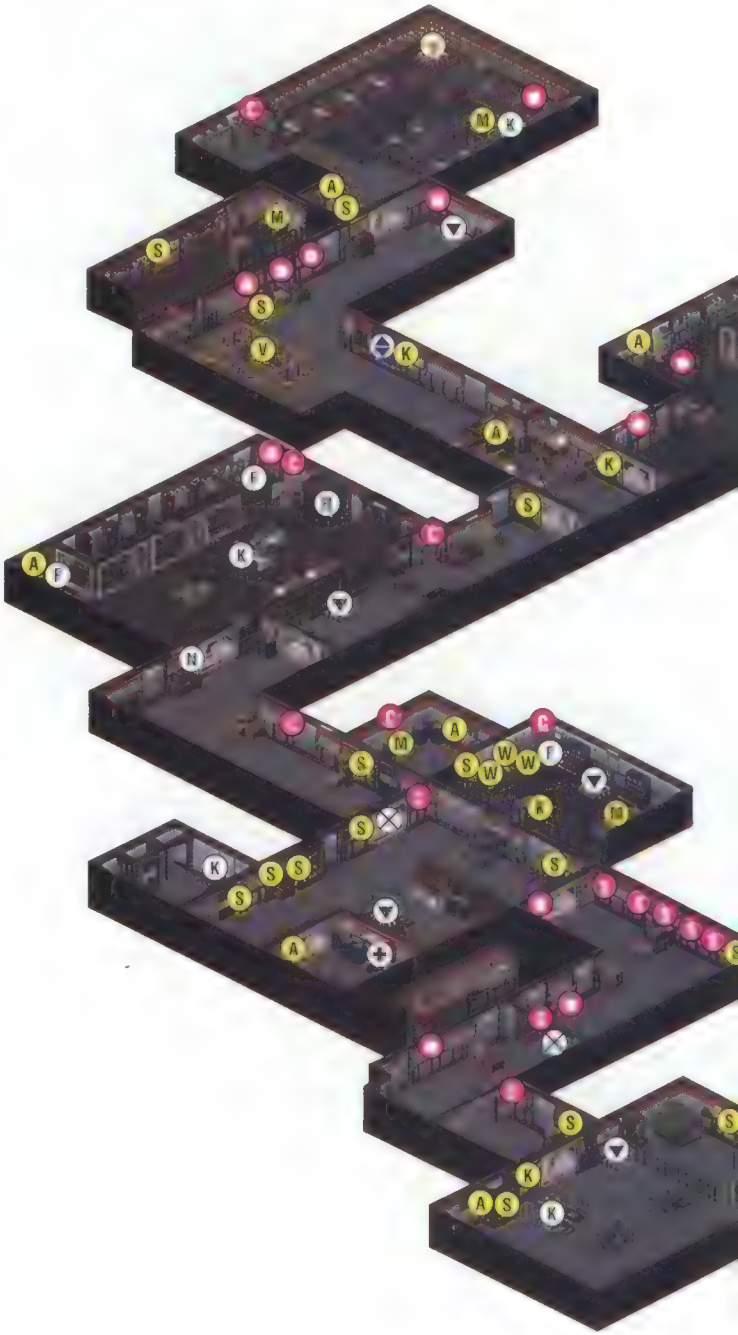
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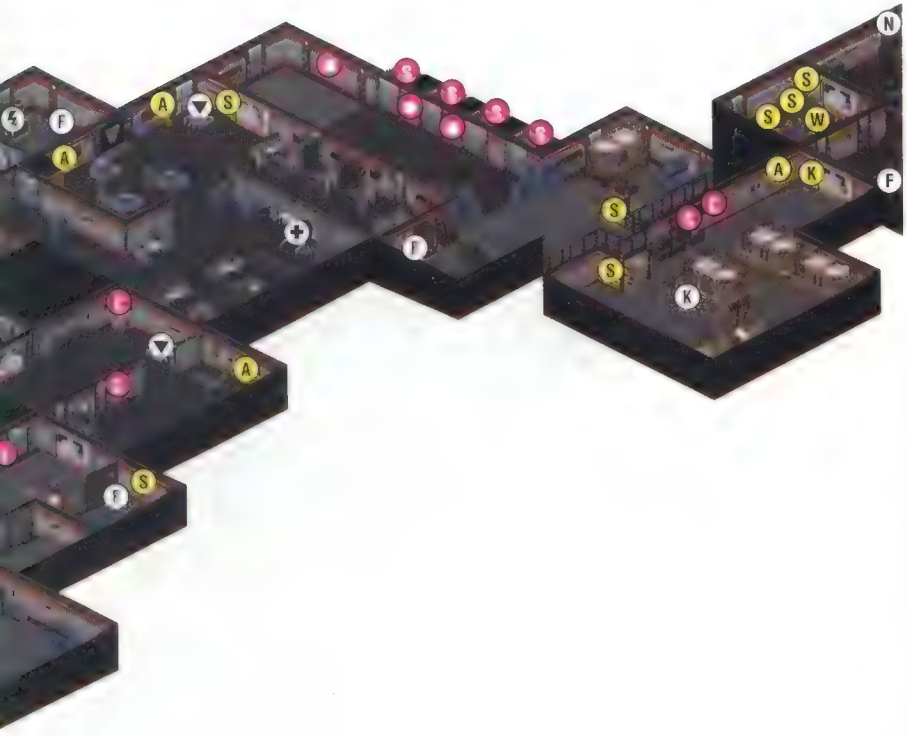
THINGS TO SHOOT

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THINGS TO USE

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To Page 108

OTHERS

- Elevator
- Footlocker
- Forcefield
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- Keycard
- Laserbeam
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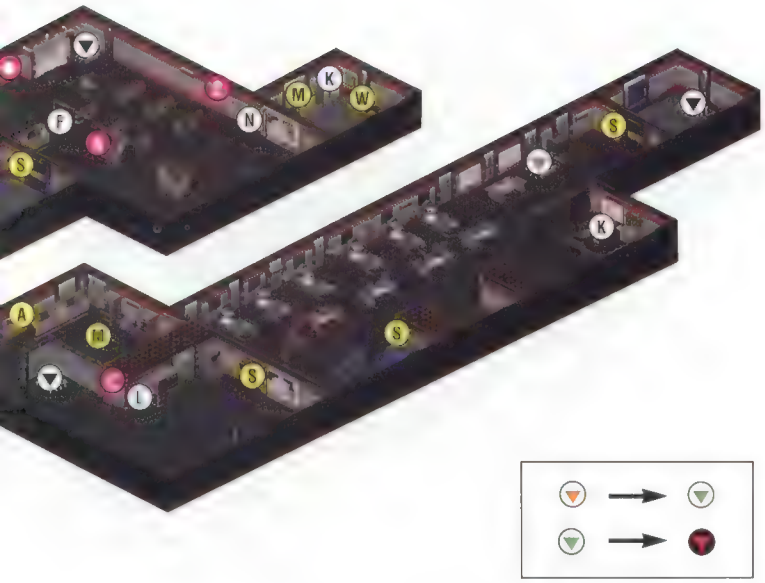
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THINGS TO USE

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OTHERS

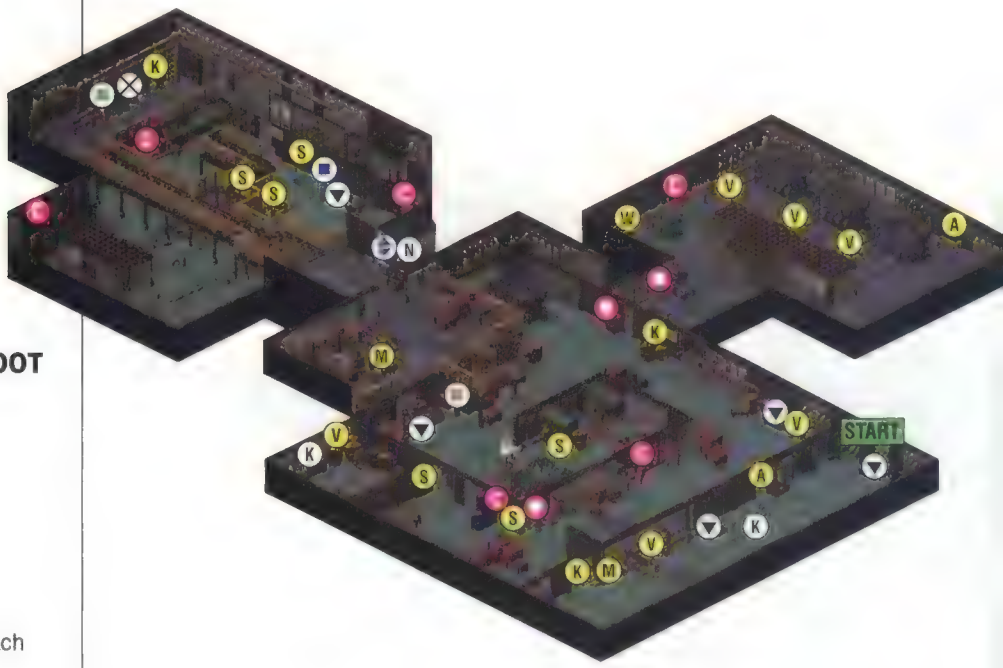
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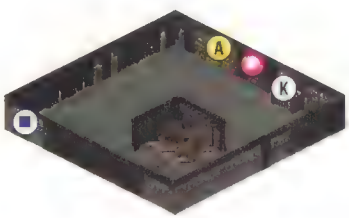
THINGS TO SHOOT

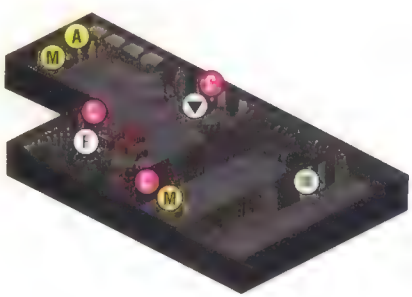
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OTHERS

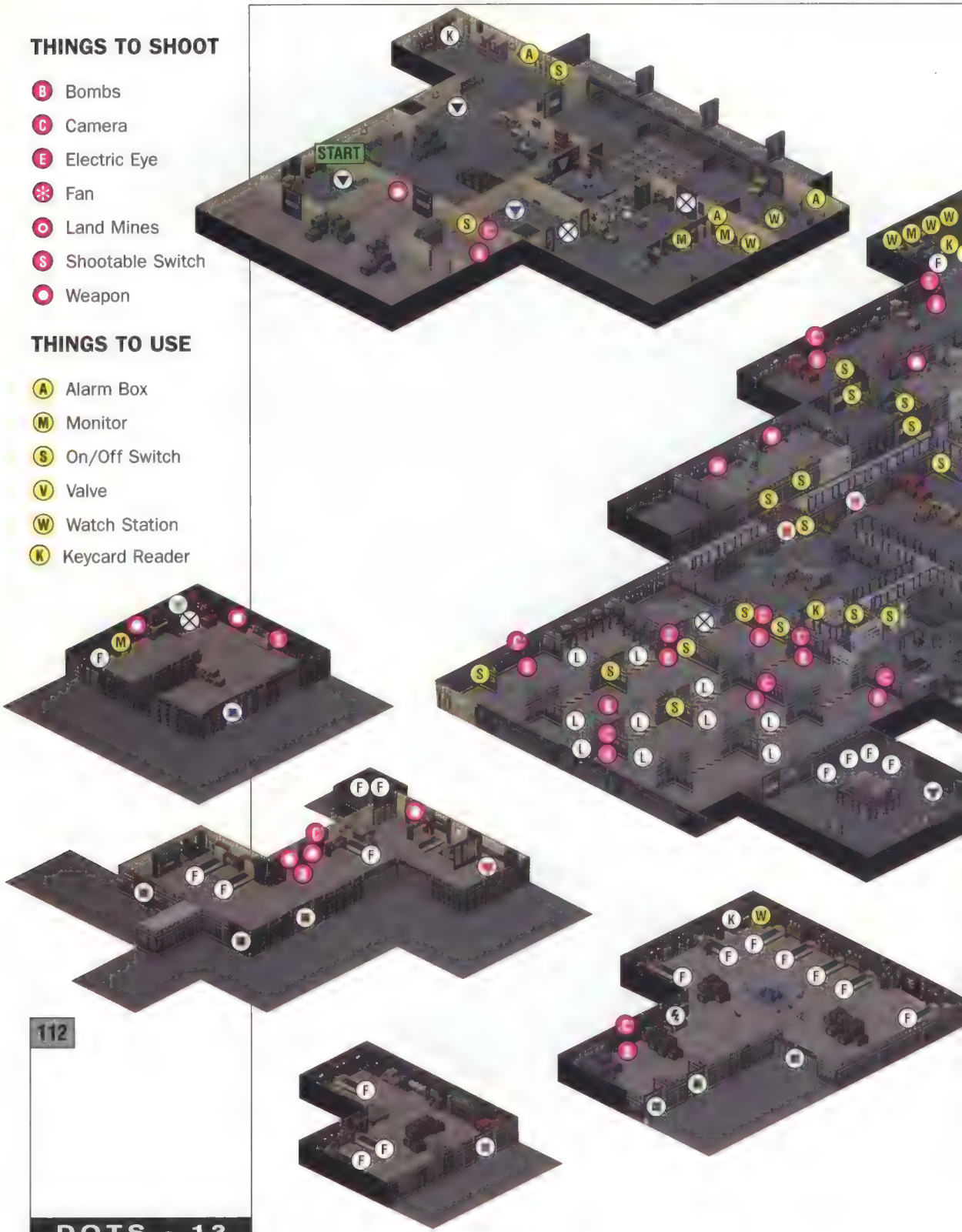
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- B Bombs
- C Camera
- E Electric Eye
- Fan
- Land Mines
- S Shootable Switch
- Weapon

THINGS TO USE

- A Alarm Box
- M Monitor
- S On/Off Switch
- V Valve
- W Watch Station
- K Keycard Reader





OTHERS

- Elevator
- Footlocker
- Forcefield
- Health Booth
- Keycard
- Laserbeam
- Number Pad
- Power Station
- Robot Station
- Safe
- Teleport
- Walkway

THINGS TO SHOOT

- (B) Bombs
- (C) Camera
- (E) Electric Eye
- (F) Fan
- (O) Land Mines
- (S) Shootable Switch
- (●) Weapon

THINGS TO USE

- (A) Alarm Box
- (M) Monitor
- (S) On/Off Switch
- (V) Valve
- (W) Watch Station
- (K) Keycard Reader



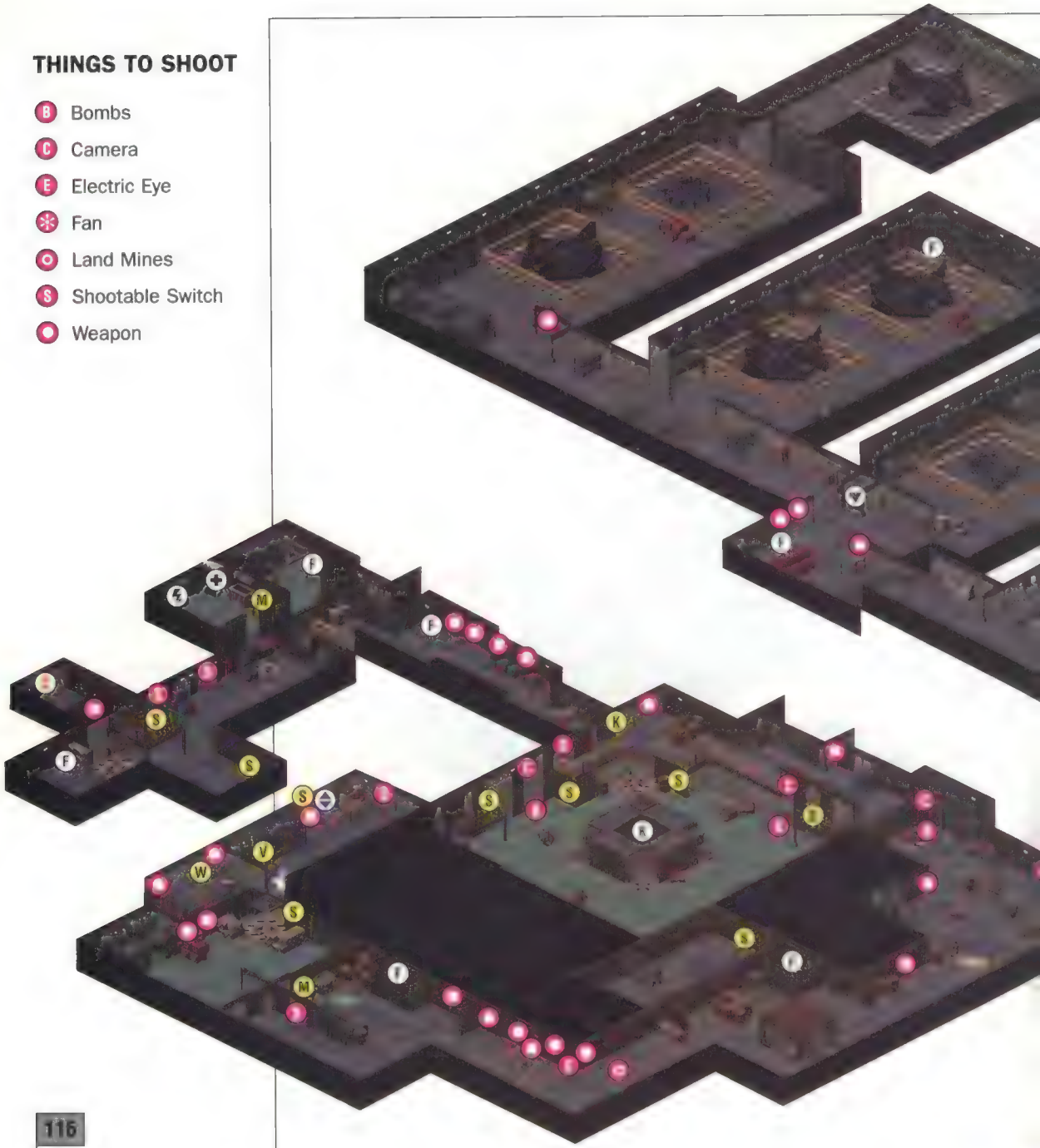


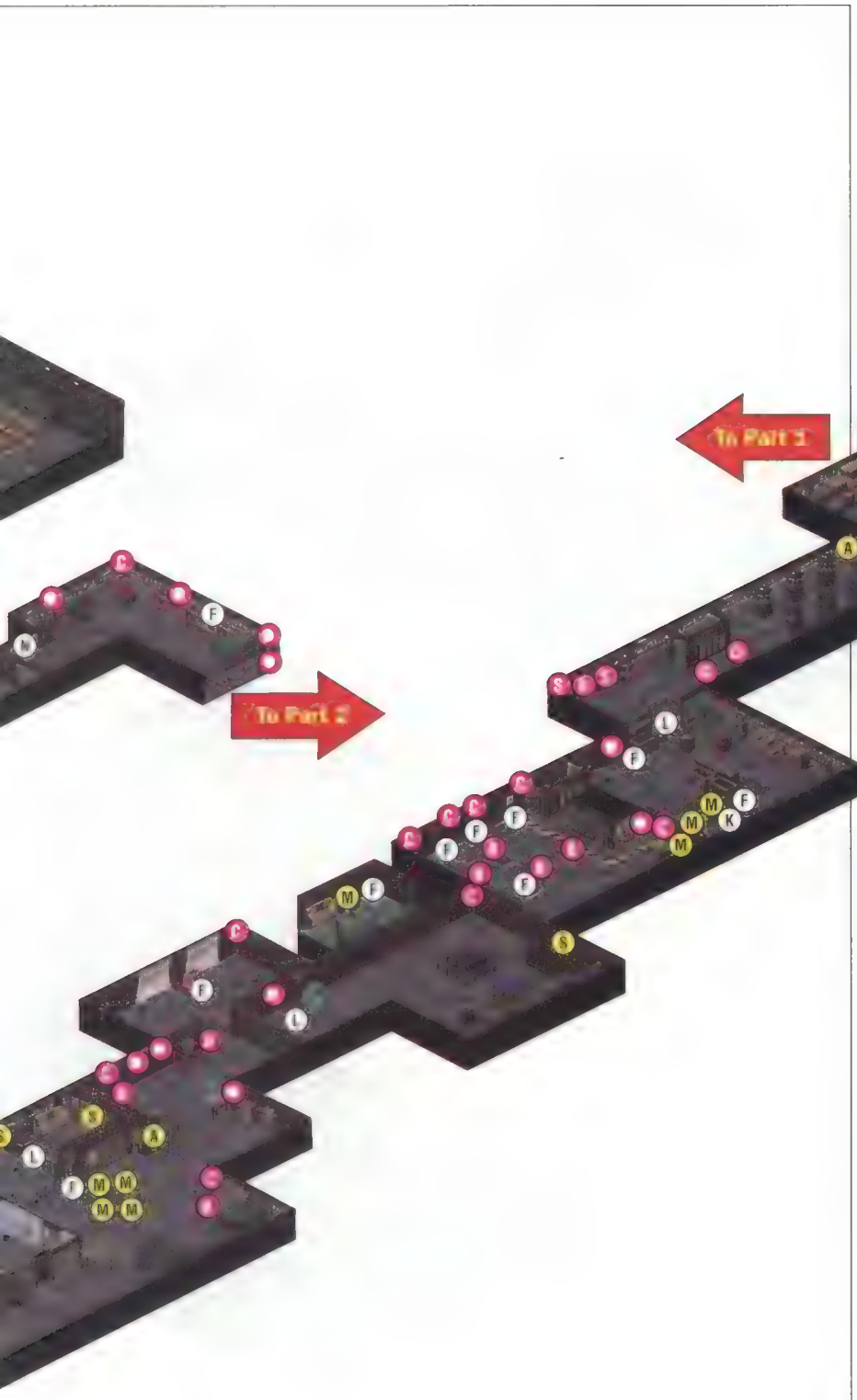
OTHERS

- Elevator
- Footlocker
- Forcefield
- Health Booth
- Keycard
- Laserbeam
- Number Pad
- Power Station
- Robot Station
- Safe
- Teleport
- Walkway

THINGS TO SHOOT

- Bombs
- Camera
- Electric Eye
- Fan
- Land Mines
- Shootable Switch
- Weapon





THINGS TO USE

- (A) Alarm Box
- (M) Monitor
- (S) On/Off Switch
- (V) Valve
- (W) Watch Station
- (K) Keycard Reader

OTHERS

- Elevator
- (F) Footlocker
- Forcefield
- Health Booth
- (K) Keycard
- (L) Laserbeam
- (N) Number Pad
- Power Station
- (R) Robot Station
- Safe
- Teleport
- Walkway

THINGS TO SHOOT

- (B) Bombs
- (C) Camera
- (E) Electric Eye
- (F) Fan
- (O) Land Mines
- (S) Shootable Switch
- (R) Weapon

THINGS TO USE

- (A) Alarm Box
- (M) Monitor
- (S) On/Off Switch
- (V) Valve
- (W) Watch Station
- (K) Keycard Reader





OTHERS

- Elevator
- Footlocker
- Forcefield
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- Number Pad
- Power Station
- Robot Station
- Safe
- Teleport
- Walkway

THINGS TO SHOOT

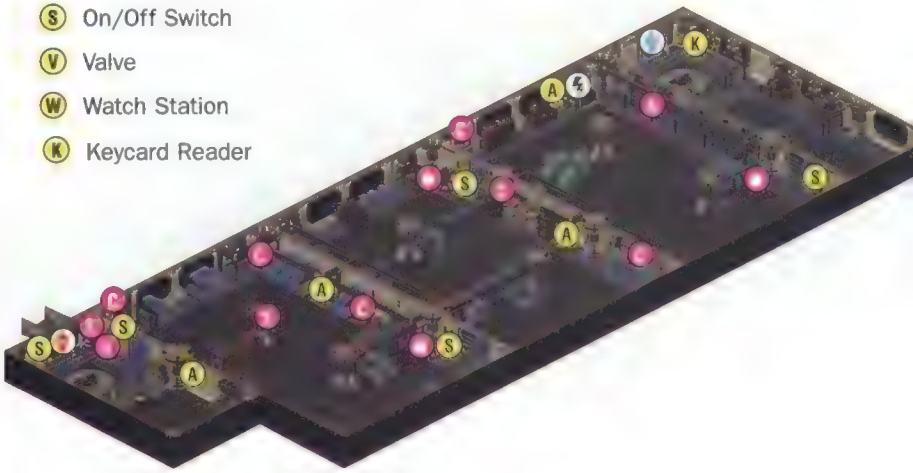
- Bombs
- Camera
- Electric Eye
- Fan
- Land Mines
- Shootable Switch
- Weapon

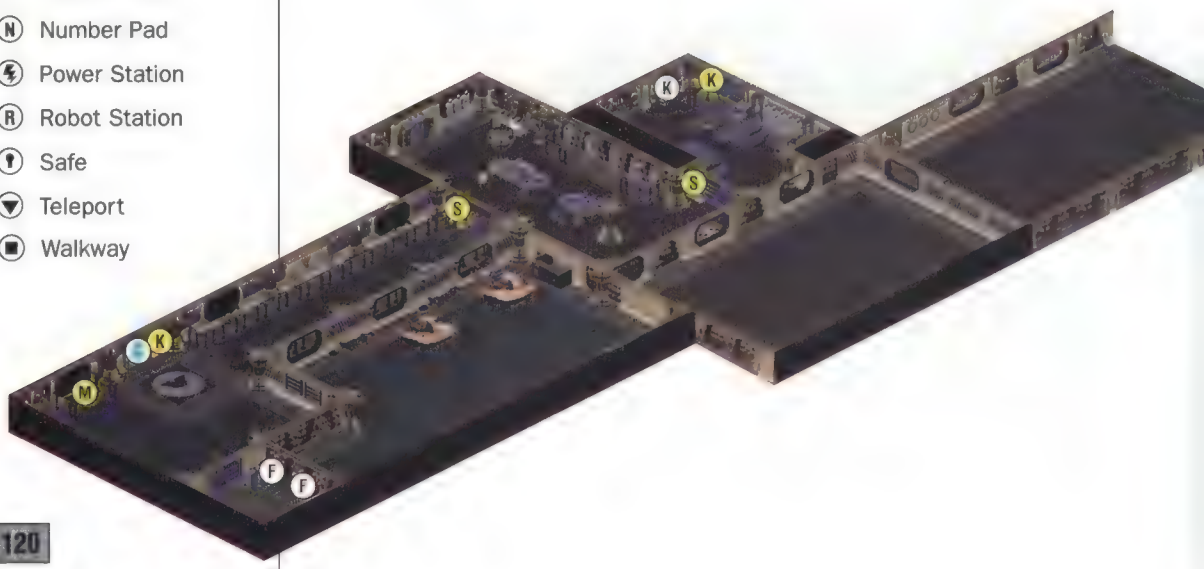
OTHERS

- Elevator
- Footlocker
- Forcefield
- Health Booth
- Keycard
- Laserbeam
- Number Pad
- Power Station
- Robot Station
- Safe
- Teleport
- Walkway

THINGS TO USE

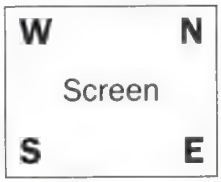
- Alarm Box
- Monitor
- On/Off Switch
- Valve
- Watch Station
- Keycard Reader





GETTING WHERE YOU'RE GOING

These maps have been marked with a dashed line depicting one of the shortest, most efficient paths through each mission. In *Crusader,* there are usually several ways to accomplish your goals. Whenever possible, we're giving you the path of least resistance. Note that this means we're not directing you to all the goodies. If you want to be sure to grab all the toys, pay close attention to the Dot Location Maps as you make your way through each mission.



"North" is the upper-right-corner of your monitor. "East" is the lower-right corner, "south" is the lower left corner and "west" is the upper left corner.

Start at "Start." Follow the dashed line until you reach "A1." Jump to "A2" (often on another map). Continue following the line until you reach "B1." Jump to "B2," and so on, until you get to the "End." If you've followed the line, followed the advice listed below, and paid attention to the specific notes for that mission, you should have achieved your objective. Good luck, Crusader!

Rules of Thumb

Follow the advice listed below, even if you don't want to follow the dashed line.

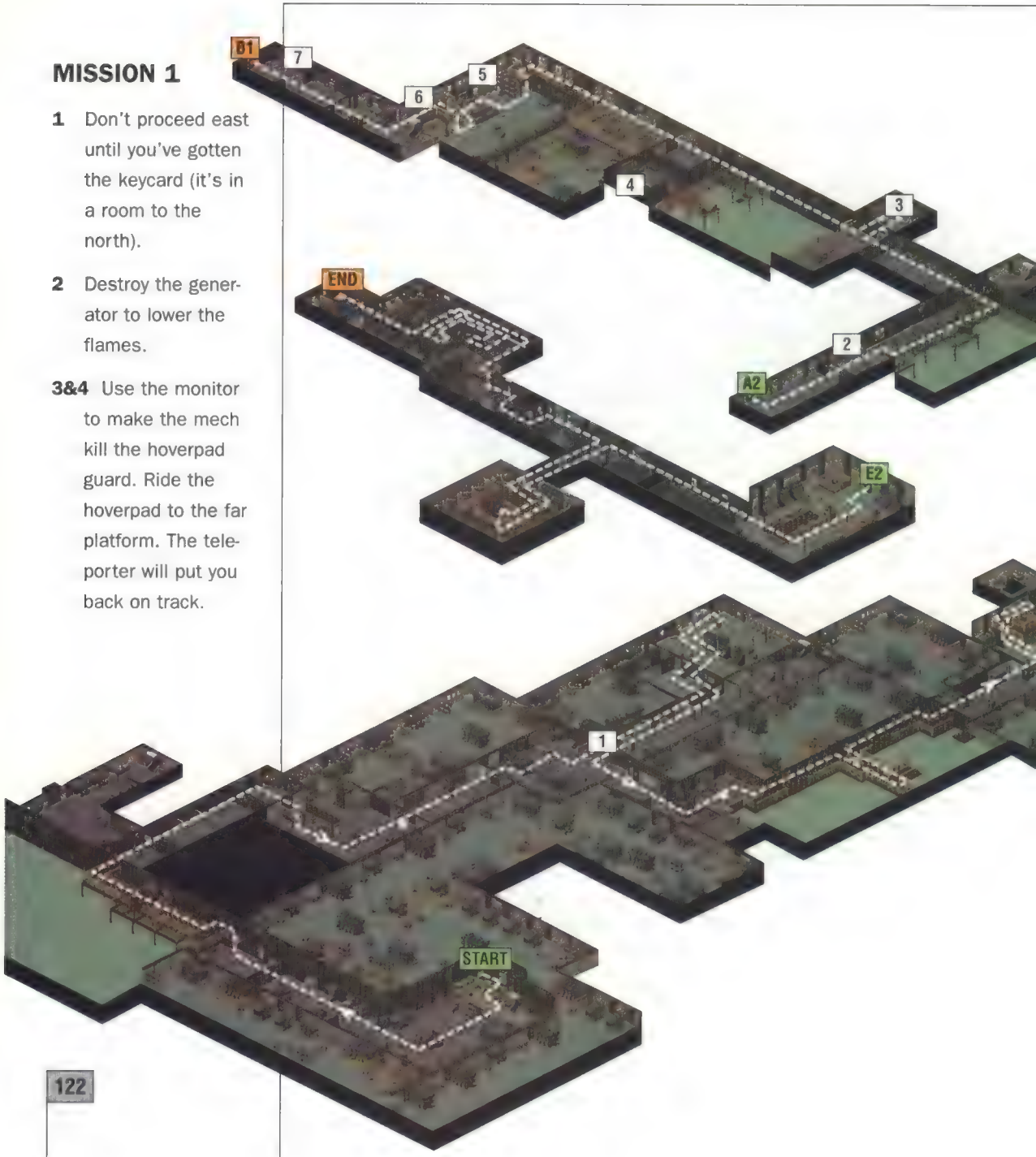
1. **Kill and search all enemies.** It's a fact of life that sometimes civilians carry keycards that you'll need. If they're disintegrated, they'll drop any keycards they have. S*ometimes they'll fall behind things and you won't be able to see them* — so make sure you look around.
2. **Search all chests.** There's lots of free ammo and other goodies. Don't worry about stealing things — you probably killed the owners anyway.
3. **Flip all switches.** On rare occasions you may set off an alarm, but never anything fatal.
4. **Search all computer terminals.**
5. **Turn off all alarms.** This is *very important,* because card readers and number pads will not work unless the alarm is off.
6. **Destroy all cameras.**
7. **Destroy fans.** They can blow you off catwalks, into landmines, etc.
8. **Destroy generators.** They power doors, electric floor pads and all manner of other things.

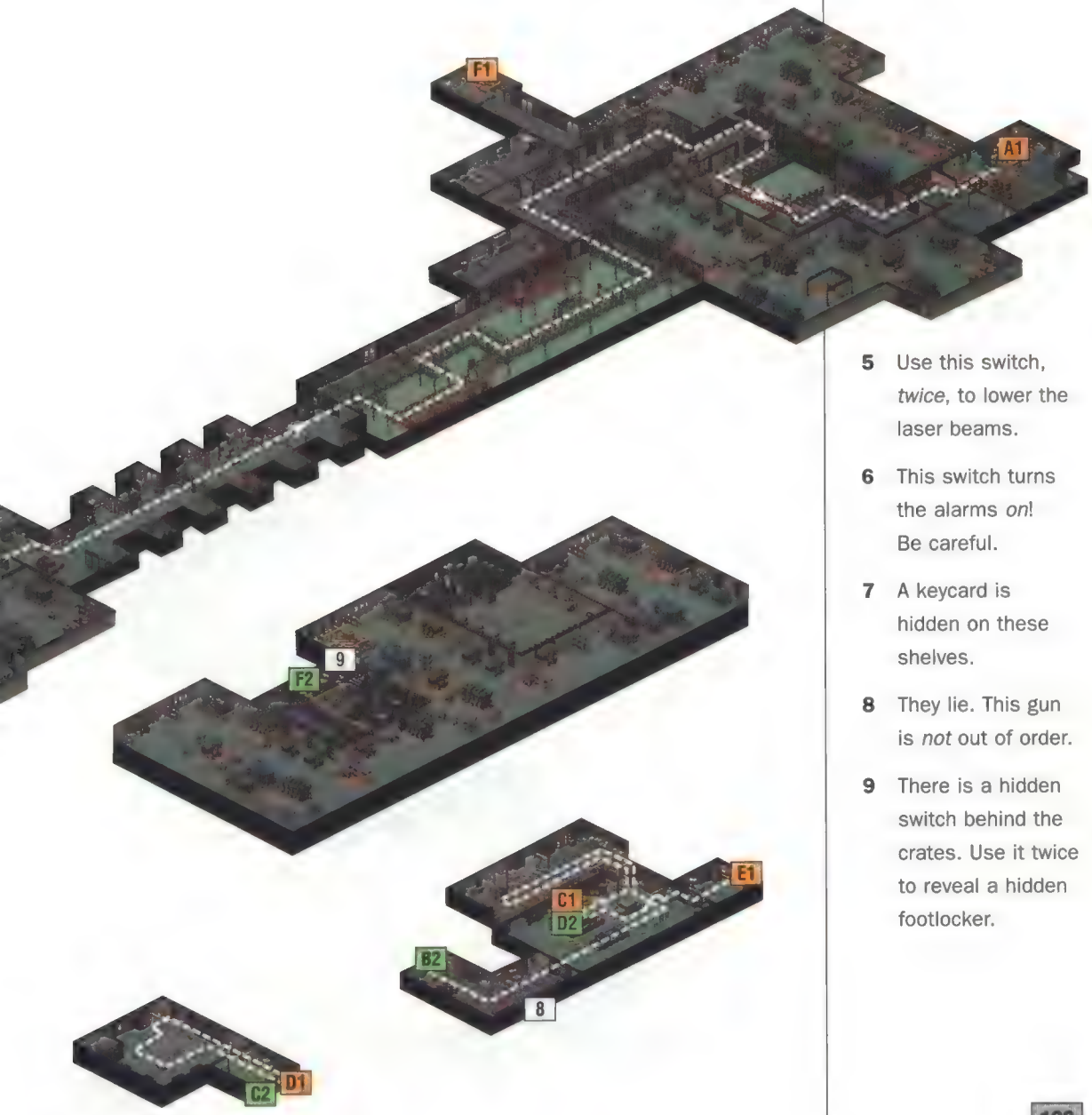
MISSION 1

1 Don't proceed east until you've gotten the keycard (it's in a room to the north).

2 Destroy the generator to lower the flames.

3&4 Use the monitor to make the mech kill the hoverpad guard. Ride the hoverpad to the far platform. The teleporter will put you back on track.





5 Use this switch, *twice*, to lower the laser beams.

6 This switch turns the alarms *on*! Be careful.

7 A keycard is hidden on these shelves.

8 They lie. This gun is *not* out of order.

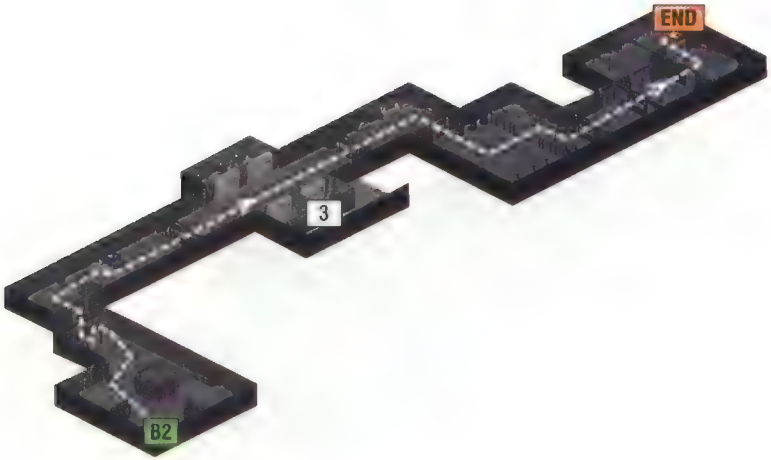
9 There is a hidden switch behind the crates. Use it twice to reveal a hidden footlocker.

MISSION 2

1. This shootable switch is hard to hit unless you take a step and reposition yourself.
2. There's a hidden rocket launcher aimed at you behind these crates. Watch out.
3. After Vargas leaves, you can return here to teleport to a secret room.




A1


END
3
B2

MISSION 3

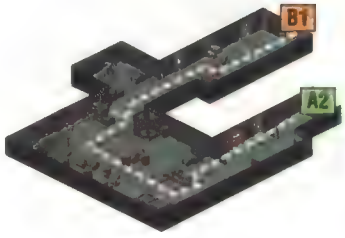
1 You can bypass this puzzle by *not shooting anything* except the camera, then jumping on the hoverpad and getting the keycard.

2&3 This conveyor belt can actually take you one- or two-thirds through the mission. You'll need to use a computer monitor at (3) and do some fancy jumping, though.

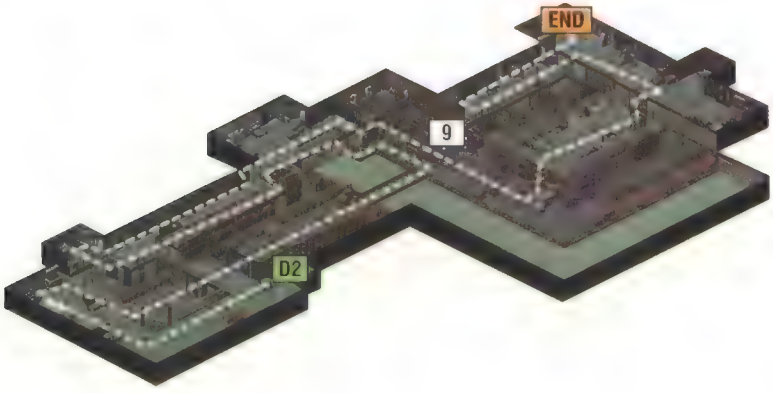
4 There's a rocket launcher in this footlocker. Walking on the edge of the green pit and jumping onto the conveyor belt is one way to get there.

5 If you get on this conveyor belt, there's a hidden room with an RP-22.









6 By using the switch to raise and lower the deflector, you can make the bouncing laser hit the shootable switch, lowering the laser barrier.

7 To bypass this puzzle, shoot through the door and destroy the generators.

8 Destroying either generator halts production of the Thermatron.

9 Destroy this generator by sending a spider bomb over. That'll end your Thermatron in this area.

MISSION 4

1 A pressure plate lowers the door to the secret room.

2 This valve turns off a flame jet in the next room.

3 The watch station enables you to destroy one Thermatron with another.

4, 5, 6 You'll find a keycard on a guard (4). Use it on the keycard reader (5) next to the teleporter to activate it. You can then take the teleporter to a secret room (6).



7 This is a "three panel puzzle." The panels control a nearby gun. The panel on the left moves the gun to the left, the panel on the right moves it right, and the center panel fires it.

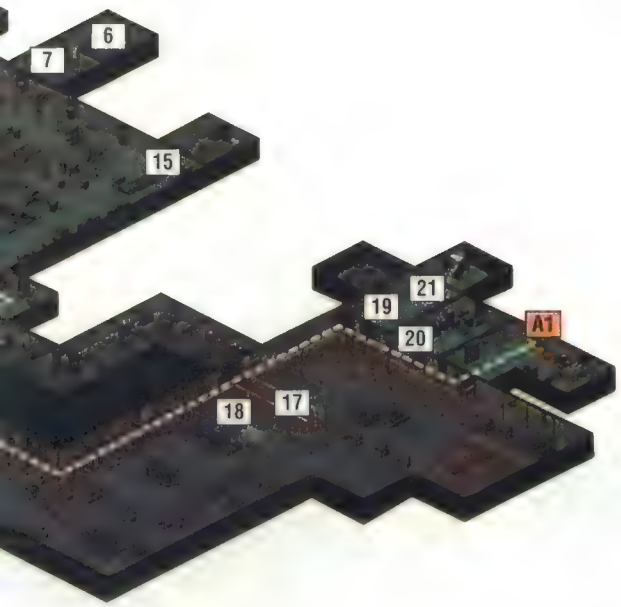
8&9 Get a red keycard from a guard (8). Use it on the red keycard reader (9) to lower a door.

10 This pressure plate lets you into the entrance to a secret area.

11 Flip both switches to open the rest of the hidden area.

12 This switch turns off a nearby force field.

13 A rocket launcher is stored here.



14 This switch lowers the wall to a new area.

15 Ride this conveyor belt to a secret area.

16 This hidden switch reveals the hidden corridor.

17 Shooting this switch sends the hoverpad back.

18&19 A keycard from here (18) lets you enter a hidden area (19).

20 This hidden switch opens a new hidden area.

21 This pressure pad opens a door to a new hidden area.

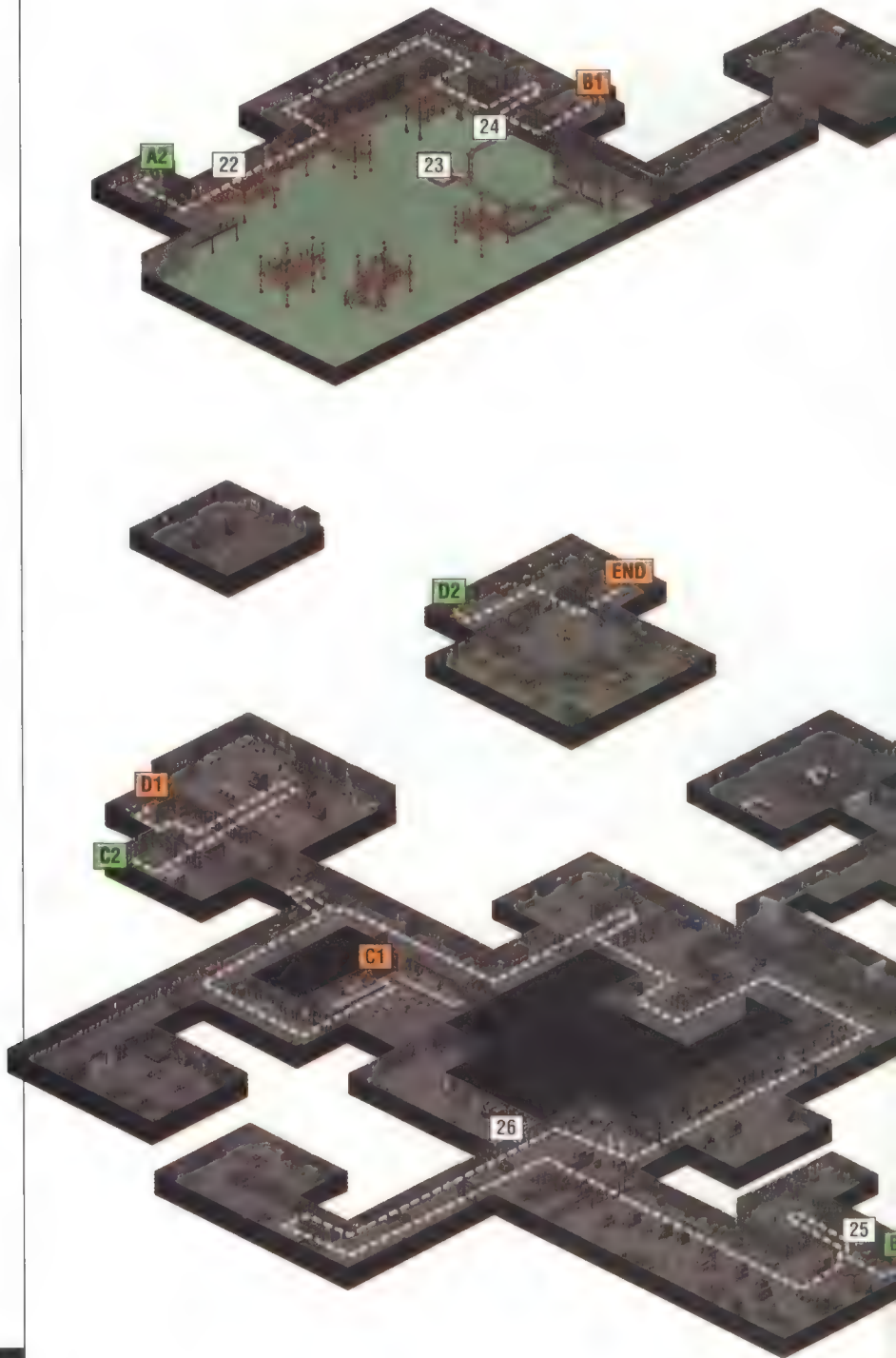
22 This shootable switch turns off the lasers.

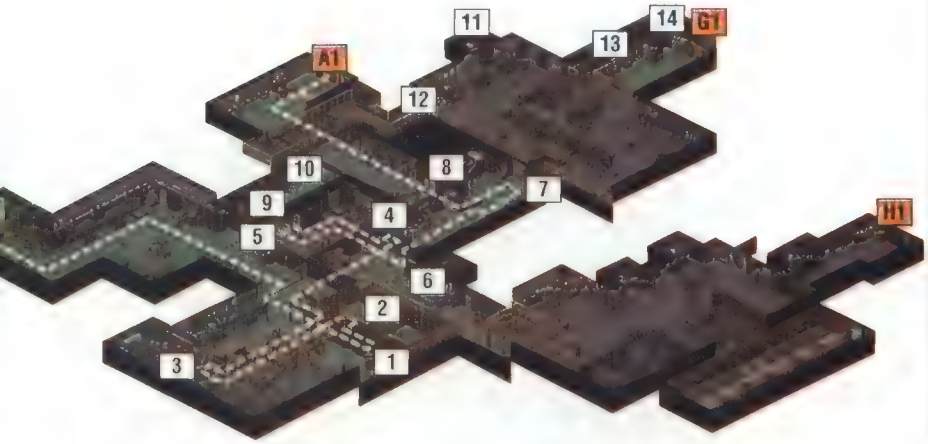
23 This valve lowers the level of the green splooge so you can enter a hidden area.

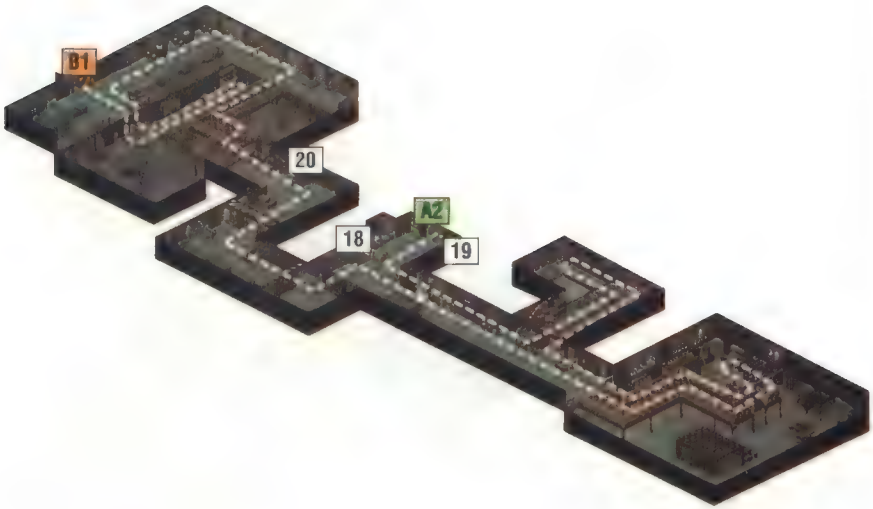
24 The switch to the right of the door will kill you. Use only the one on the left.

25 The "hidden" switch opens the door above.

26 If you can get through here when a Thermatron comes through, you can take a shorter path.







MISSION 5

1-8 The map is a bit confusing here. Follow this sequence.

9&10 The door (9) will drop automatically as you approach. Turning *off* the alarm (10) will open the second door. No, if the alarm isn't on, you can't make the second door open.

11&12 This switch (11) lowers the force field (12).

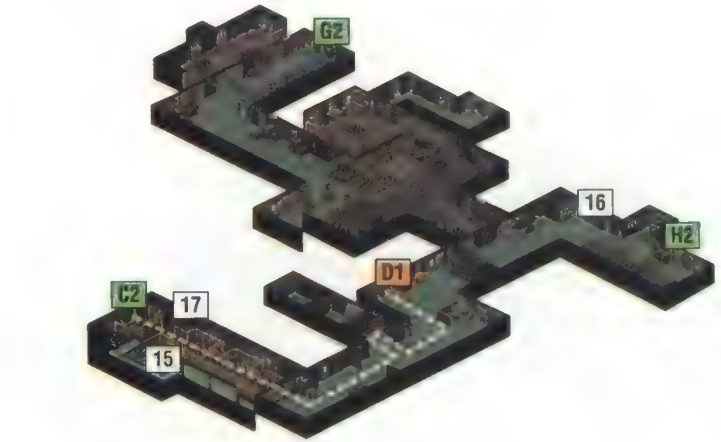
13&14 A secret switch (13) opens the door to a secret area (14).

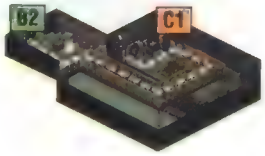
15&16 You can roll under the catwalk (15) and get a keycard that works on a nearby keypad (16). It opens a door close by.

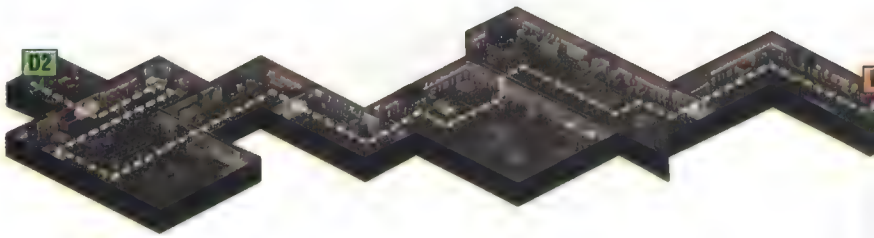
17 Stepping on and off the pressure pad opens up a secret door.

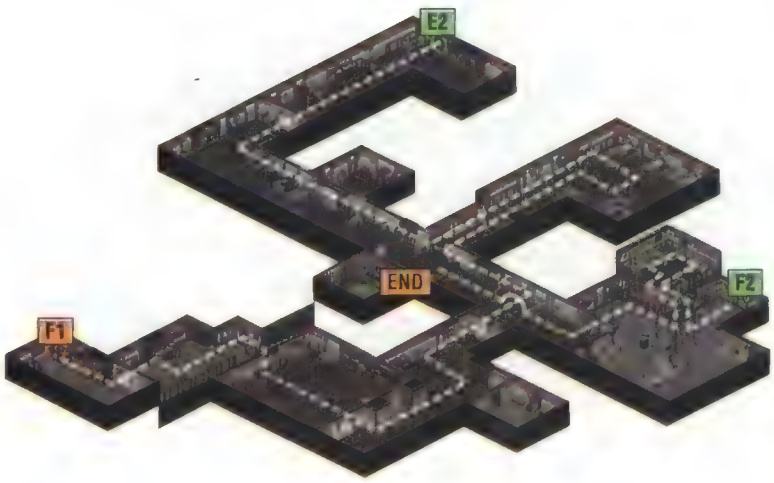
18&19 To shut off the steam, use the switch (18) to reveal the valve (19) that turns it off.

20 The hidden switch turns off the electric floor plates.

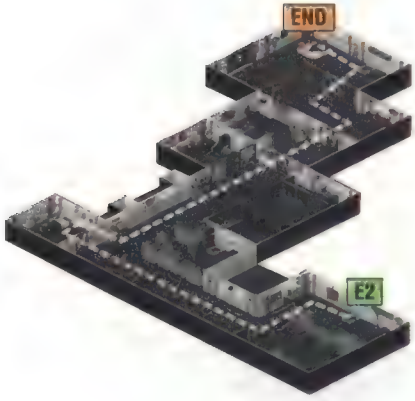












MISSION 6

Note: On Mission 6, teleporters that are near a number pad need the correct code (found nearby) to send you to the next section. Without the code, it just teleports you somewhere else in the same section.

1 The number pad to the safe is hidden behind the nearby decoration.

2 To bypass this puzzle, jump over the WEC symbol on the floor (at the foot of the door on the lower right). To solve the puzzle, shoot the lower left rotating triangle, then shoot the one to the left of the central column. It turns off two lasers and allows you to get to the hidden footlocker.

3, 4, 5 Use the hidden switch (3) to open the secret door. Use the switch (5) twice. Then use the hidden switch (4) to lower the door to the footlockers. Use the first switch (3) again to open a new secret section.

6&7 Use the switch (6), then flip the hidden switch (7) to open the final hidden section.

MISSION 7

1&2 Blow up the tank (1) to expose a hidden switch. Flip the switch to open the room (2). Flip the switch in the room to turn off the nearby electric floor.

3 There is a door under the lift.

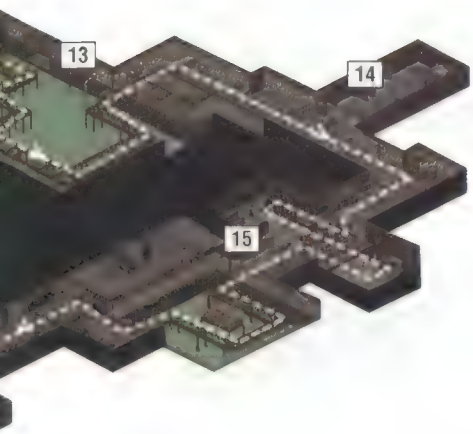
4 These shootable switches should be hit more than once.

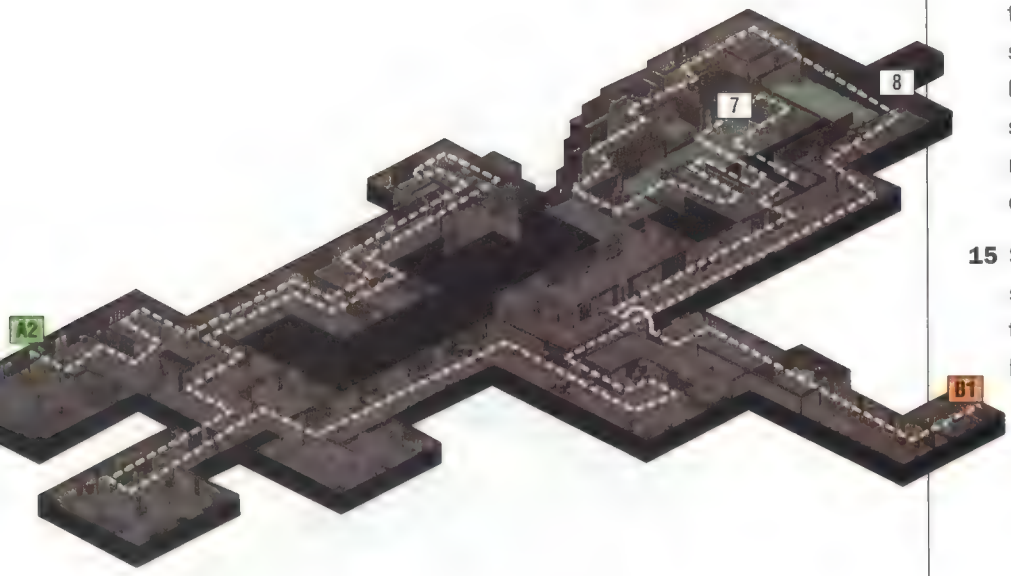
5 Jump through this wall to get into the secret room.

6 Take this teleporter to get a red keycard. You can't proceed without it.

7 Get on the conveyor belt and jump to the area with the keycard.







8 Turn on the light bridge and run across it. Use the post pad at the end to turn off the bridge, then *run* back across the bridge as it's turning off. Stop on the last panel of light and let it turn off underneath you. Take one or two steps forward to teleport to a secret room.

9 Damage the grating and drop through, to go to a secret section.

10&11 This hidden switch (10) opens the door to the another switch (11).

12 This hidden switch opens a bathroom door.

13 This switch changes the hoverpad path to get to the footlocker.

14 These three switches control the gun. The left switch moves it left; the right switch moves it right; the center one fires it.

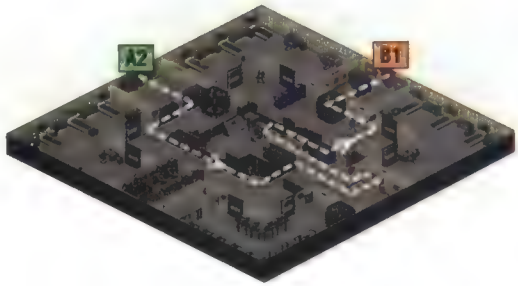
15 Shoot the hidden shootable switch to open up a safer, better path.

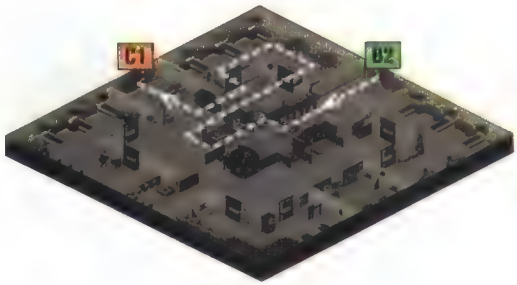
MISSION 8

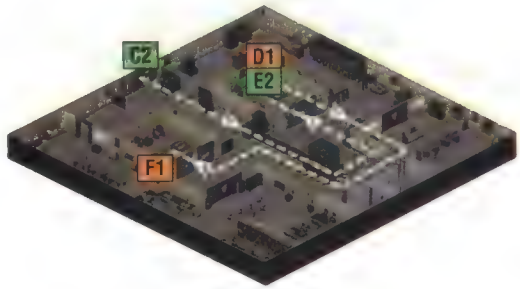
1&2 Use the keycard (2) to open the door, or blow it down or ... simply exit the room and re-enter to make the door open.

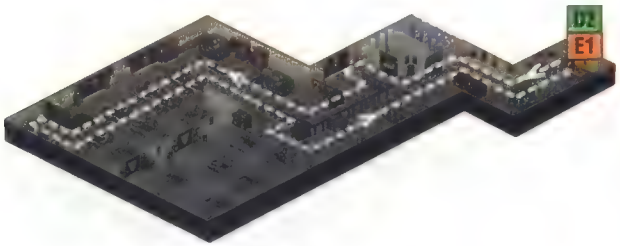
3 Think fast. Run on the two panels to reveal a switch, and then use it. Quickly run back across the two panels to reveal another switch, and use *that* one. Exit the room before the gas overwhelms you.

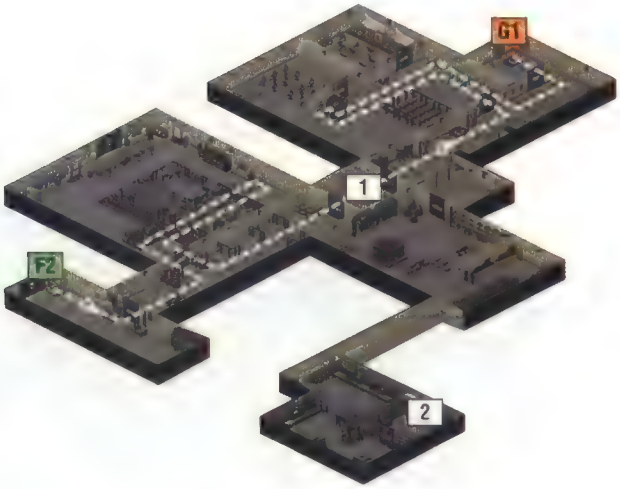


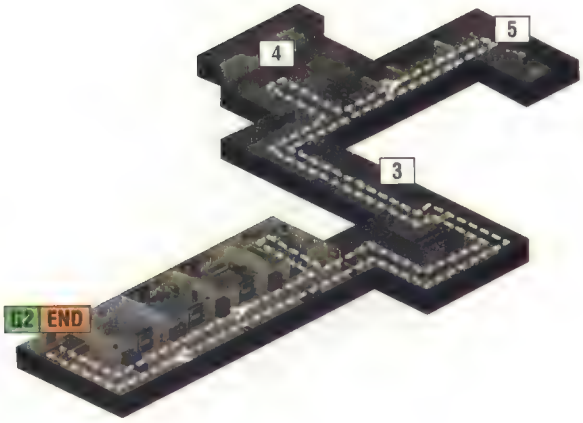












4 You'll need to reverse the lifts in order to use them. Concentrate on the right lift. In particular, try to block it from descending in order to reverse its direction. Getting beneath it while it is lowering (you'll have to run) is one way, and another is to place a landmine or detpac underneath it. Then run from the pressure pad to the lift, and let it take you to the next level.

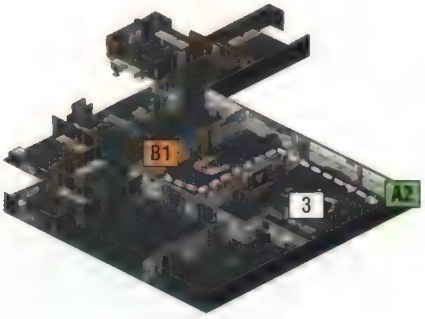
5 Don't forget to pick up the graviton generator.

MISSION 9

1. Be careful! It's hard to hit the cameras, but if they spot you, the thermatrons will be released.
2. This monitor turns the force field off.
3. The floor in this area sets off alarms!




B2
END
START

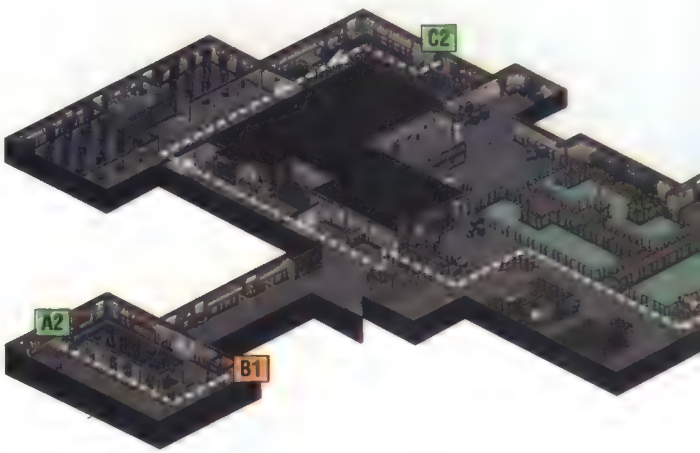

B1
3
A2

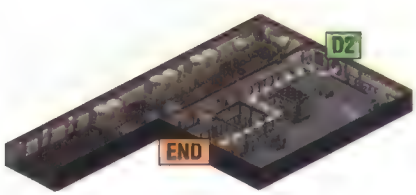
MISSION 10

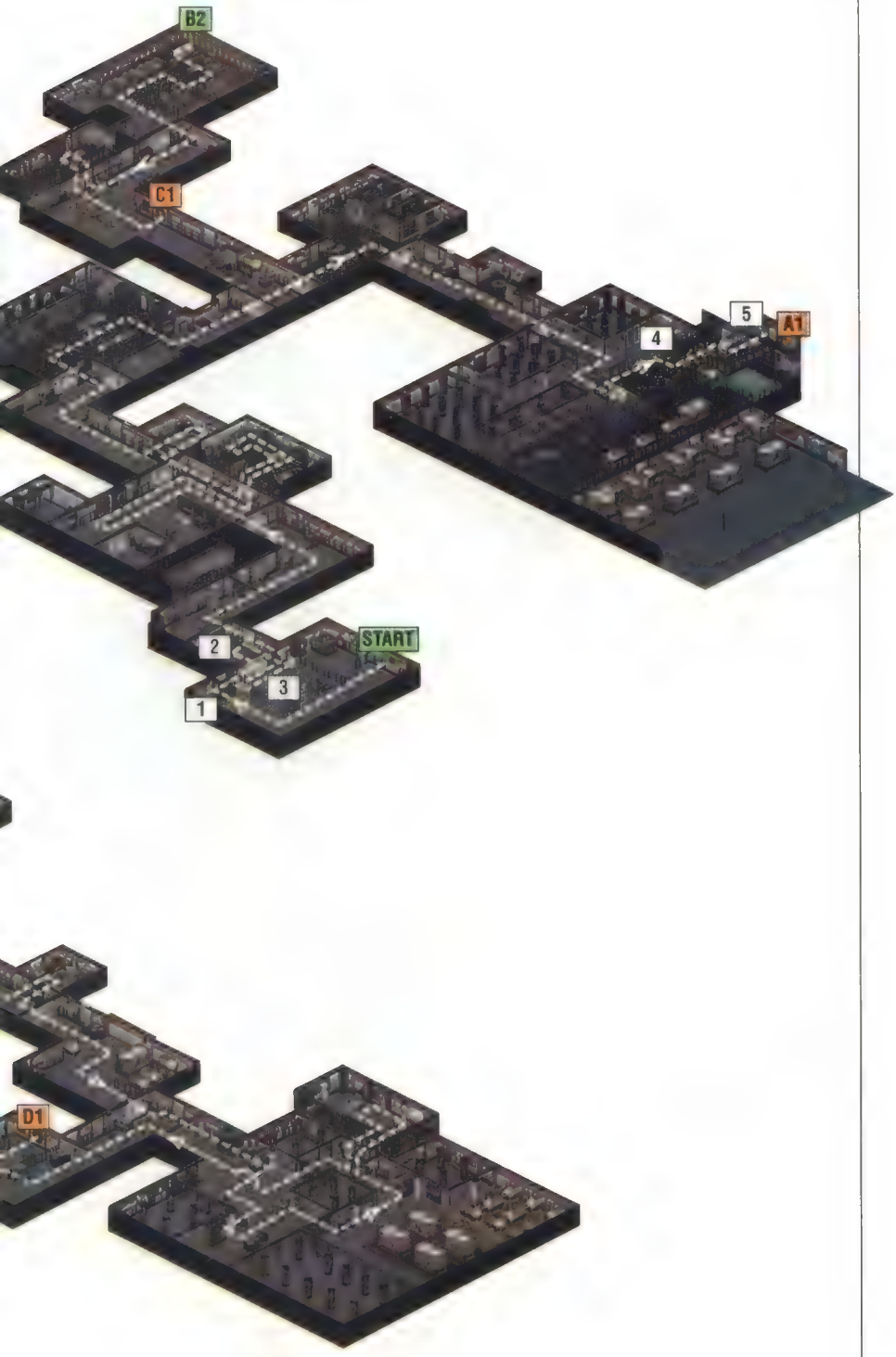
1, 2, 3 Another sequence of tight backtracking — just follow the numbers.

4 Use the watch station to make the Vetron shoot the switch in its holding area.

5 Use the Vetron to shoot the glass wall and "clean out" the secret room of any armed guards.

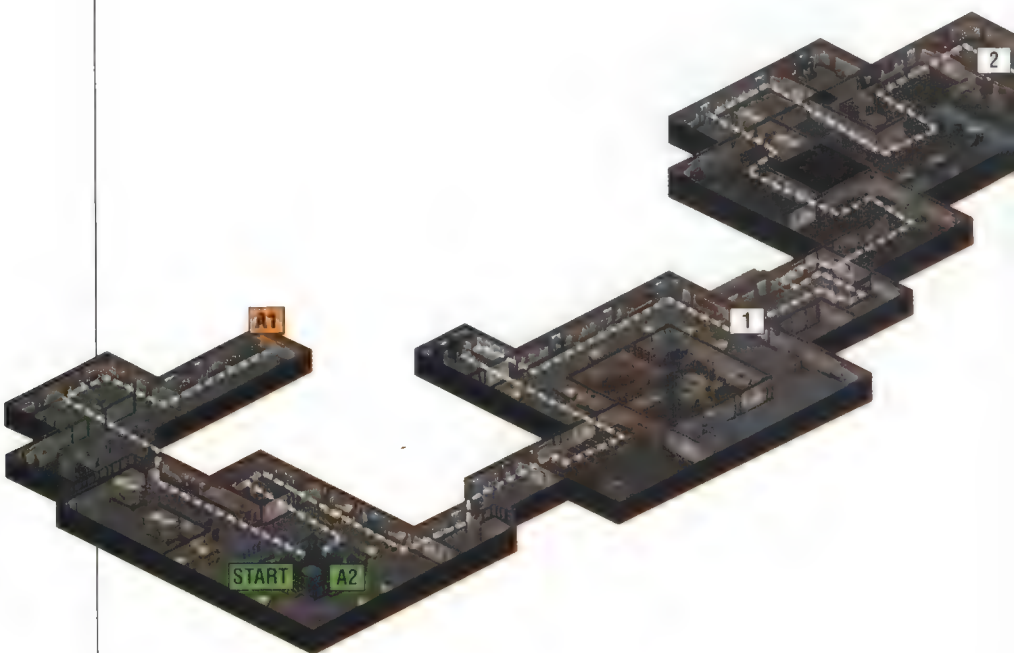


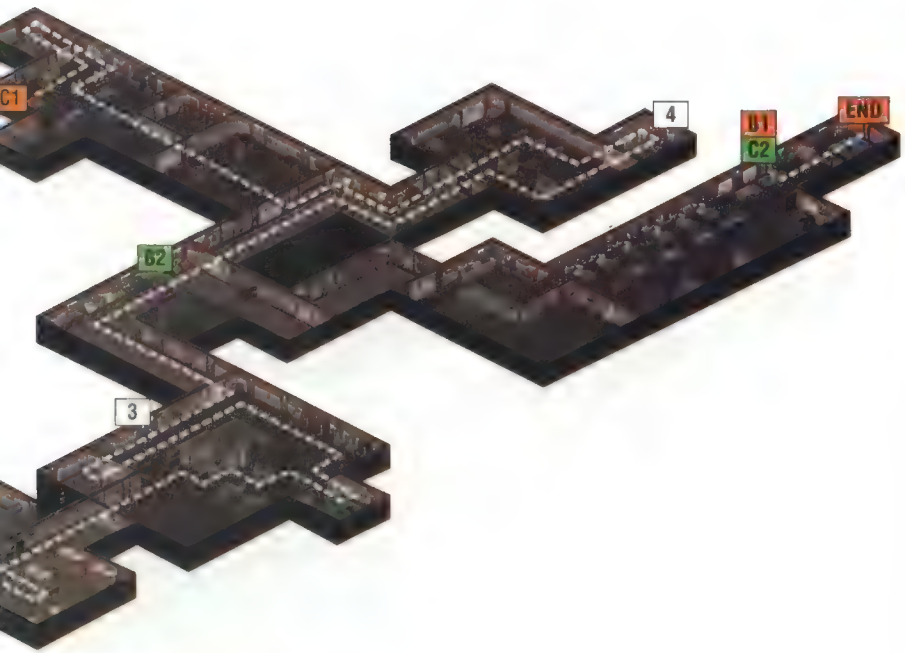



B2
C1
5
A1
4
START
2
3
1
D1

MISSION 11

1 This door will not stay open very long *at all*. To reverse the direction (i.e., so it doesn't stay *closed* very long), run beneath it as it is closing.





2 Slow and easy is the solution here. As you pass each door, a robot is released. If you run by, you'll have to deal with all four. It's much smarter to walk by each door and deal with them individually. It's even smarter to drop a detpac in front of the door before they have a chance to come out.

3 Don't overlook this hidden number pad.

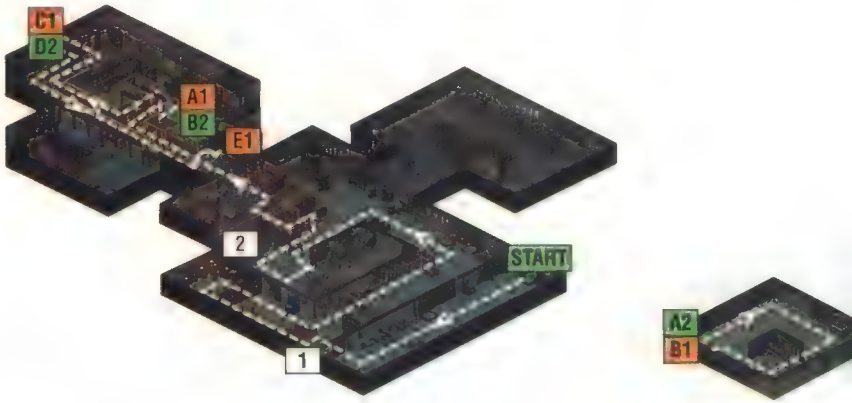
4 Use *everything* in this room.

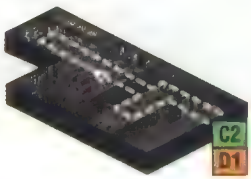
MISSION 12

1 There are multiple ways to get past this door. You can use the monitor to stand the Vetron on the far plate. You can place a weight (like a gun) on the near plate. You can wait for someone with a keycard to teleport in. You can wait for someone to step on the far plate, then dash through the door.

2 There is a secret door hidden behind the crates under the catwalk.

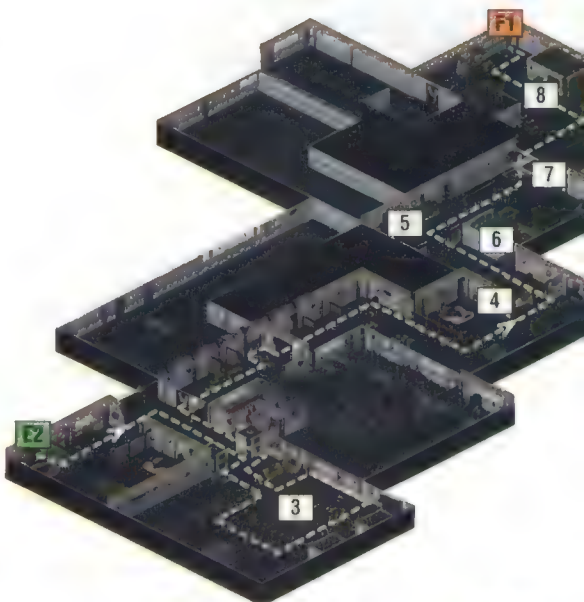
3 Shoot the generators. Shoot everything else. Don't forget the switch on the north wall.





4, 5, 6 The switches (4&5) change the direction of the bouncing lasers by 90° horizontally. Time it so the lasers hit the shootable switch (6).

7 Normally you'd jump back and forth between the lifts to get them to take you all the way up, but you can also jump against the wall and take a step.



8 This is another three-switch puzzle (you've seen them before), but you can also send a spider bomb to destroy the generators.





MISSION 13

1 It's theoretically possible to leap from surface to surface (chair to table, table to cylinder, cylinder to wall, etc.) to get at this switch, which would create a light-bridge to cut across some of the map. Don't waste hours of your life trying to do it, though. It's not easy.

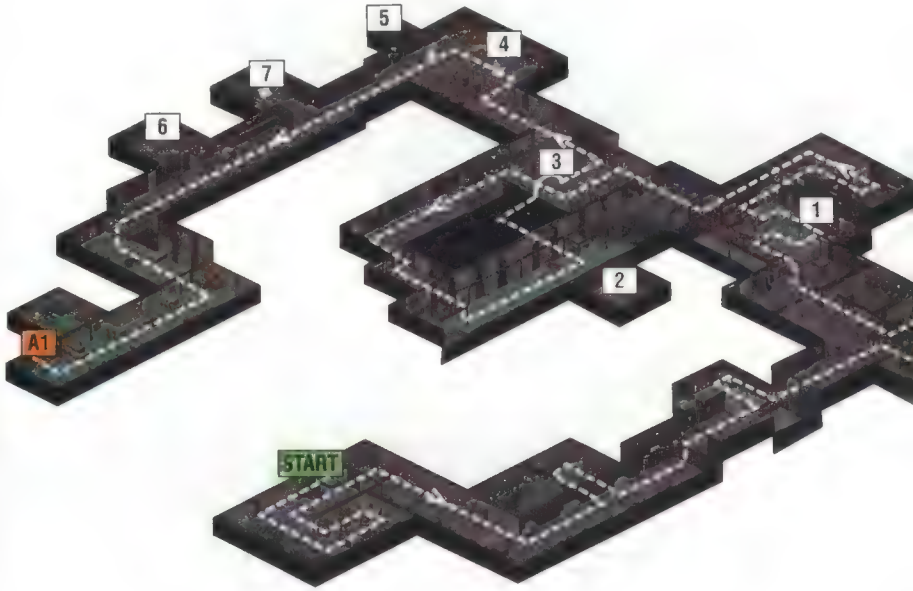
2 These generators power the lasers.

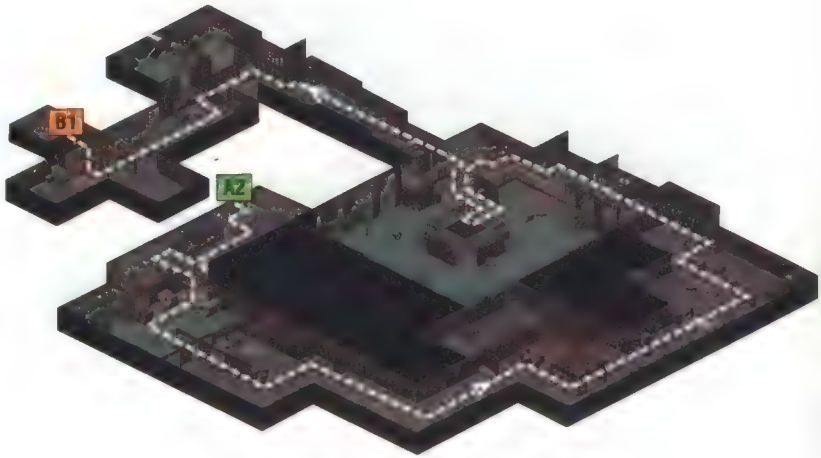
3 It's best to use the rightmost switch. The left one only raises the lift. The one on the right raises the lift *and* opens the door beneath it.

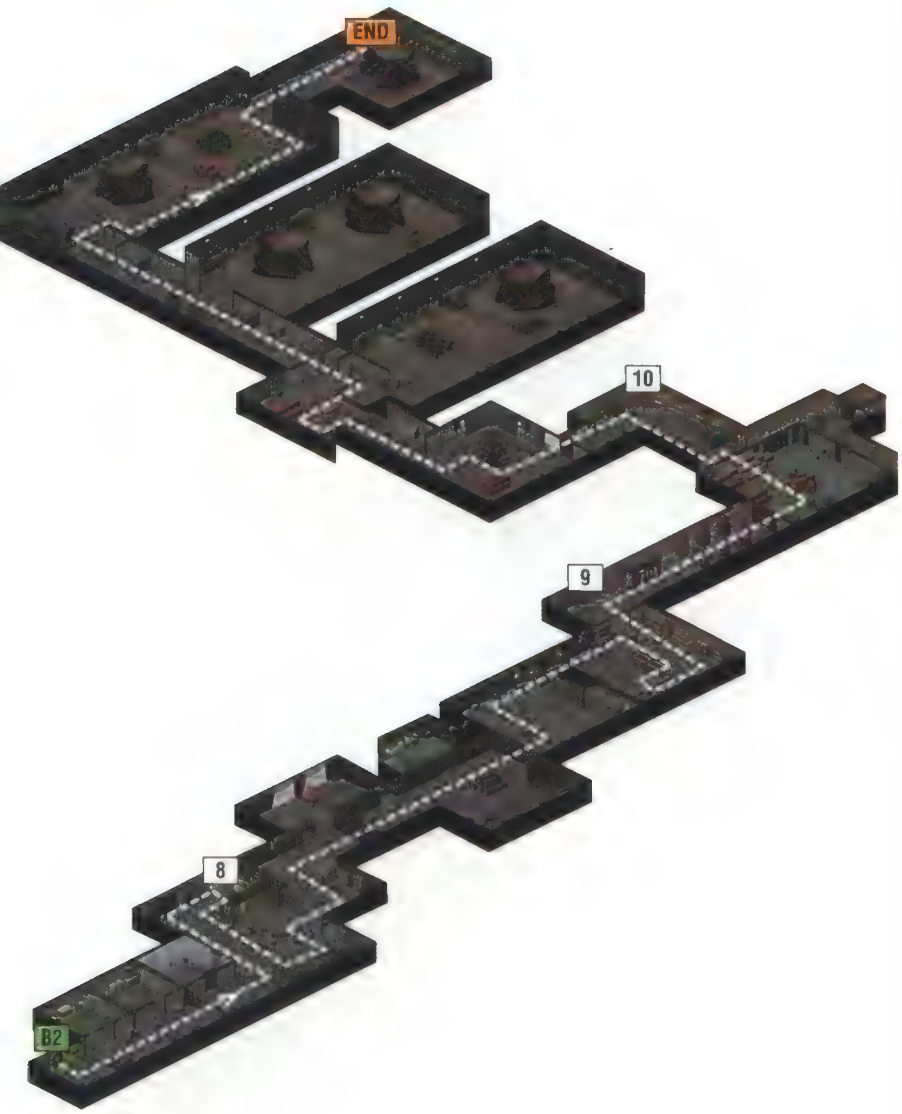
4 The generators power the thresher cannon's protective shield.

MISSION 14

1. Make sure you hit both switches between the transformers.
2. To explore uncharted levels, walk along the wall edge (don't jump down). When the lift is on the Enforcer's left, jump *right*.
3. Don't walk between the posts. It's not worth the hassle.







4&5 This valve (4) opens the secret panel (5). Be careful to jump over the pressure pad in front of the panel, though, because it triggers a rocket launcher behind the footlocker.

6&7 This valve (6) turns off the steam (7).

8 Hit the switch over the monitor to drop the generator's deflector wall. Then you can destroy it and shut off the bouncing lasers.

9&10 Watch out for the hidden rocket launchers.

MISSION 15

1 Run out the door. The fancier you get, the harder it gets.

2 There's an electric eye right in front of this switch. It activates the robot next to it.

3&4 Either grab the hoverpad (3) or destroy the generators (4).

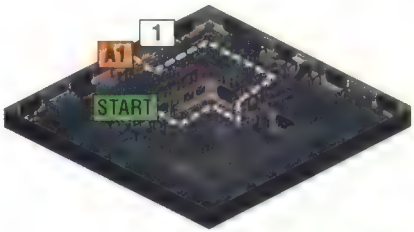
5 The senator has the keycard.

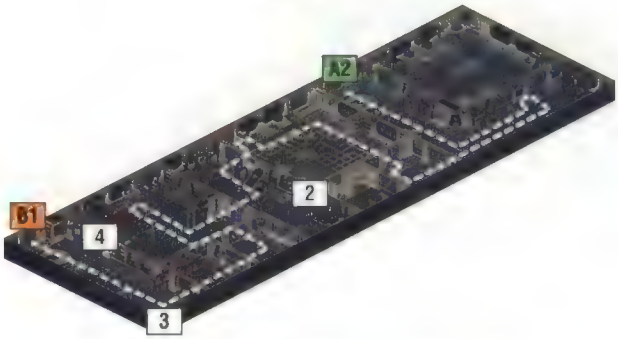
6 Either do some fancy footwork or blow up the generator.

7 Shoot the camera *immediately*!

8 Under the broken camera is an electric eye.

9 The teleporter gives a little shortcut.



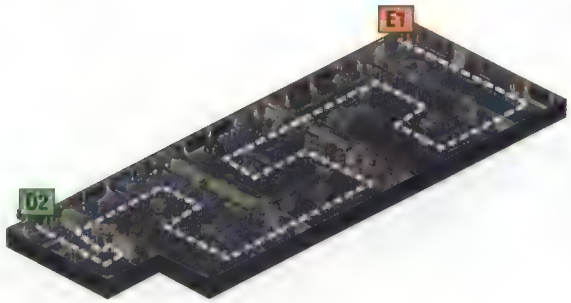




Traitor

Level	-na-
Hit Points	200
Primary Weapon	UV-9
Secondary Weapon	-na-
Attack Behavior	-na-
Skill	Very Deadly
Defenses	Stealth shield
Loot	(100%) Nothing







10 This electric eye is deadly! It triggers rockets that will nail you as you're leaving.

11 You can use the shootable switch to trap the bouncing lasers in the force field.

12 If you don't kill this guy, he'll keep putting up the laser beams before you can get across.



ART GALLERY



Artist:

Beverly Garland

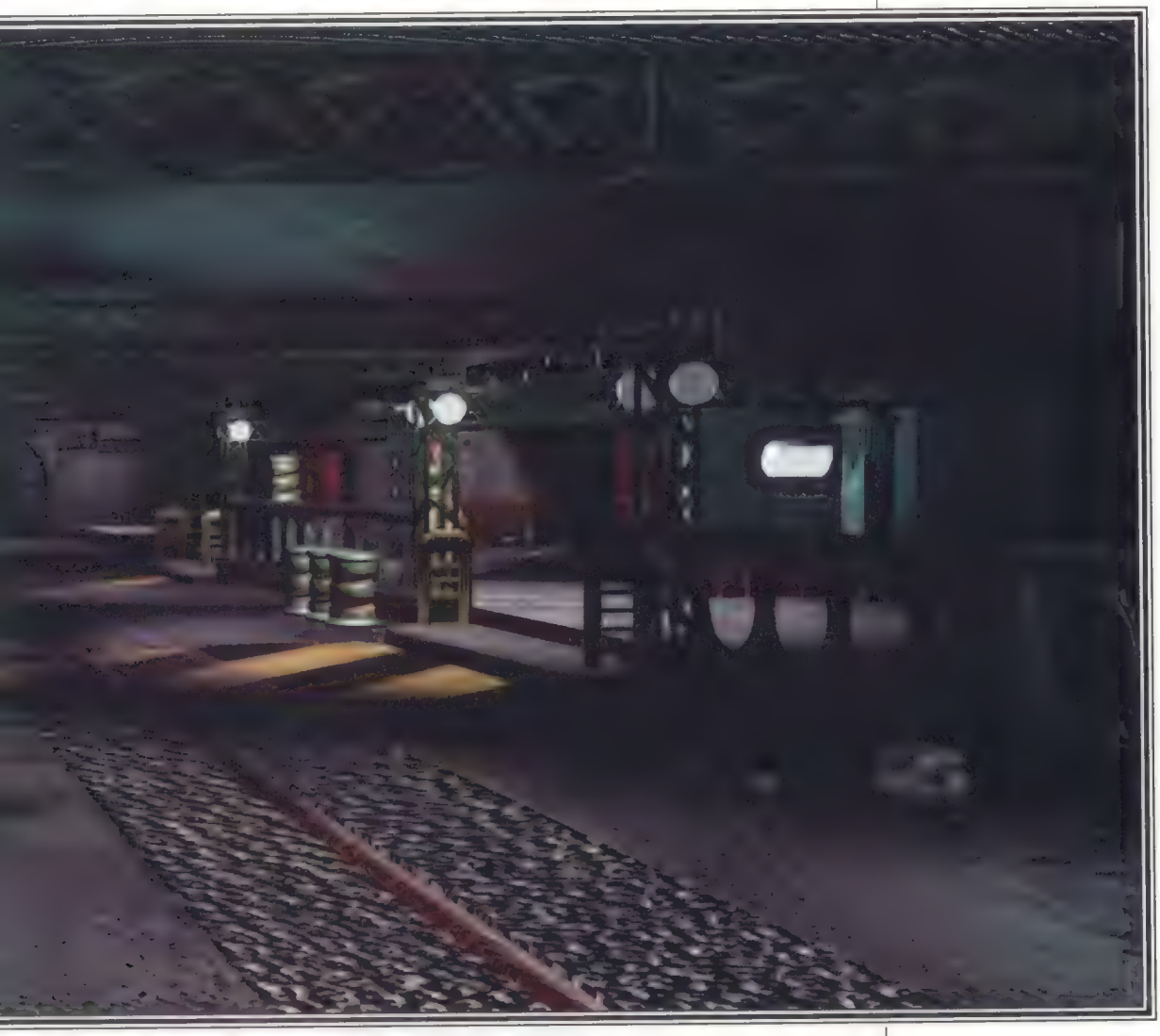


Artists:

Karl Dolgener

Terry Manderfeld

Darrin LeBlanc





Artist:

Michael Morlan



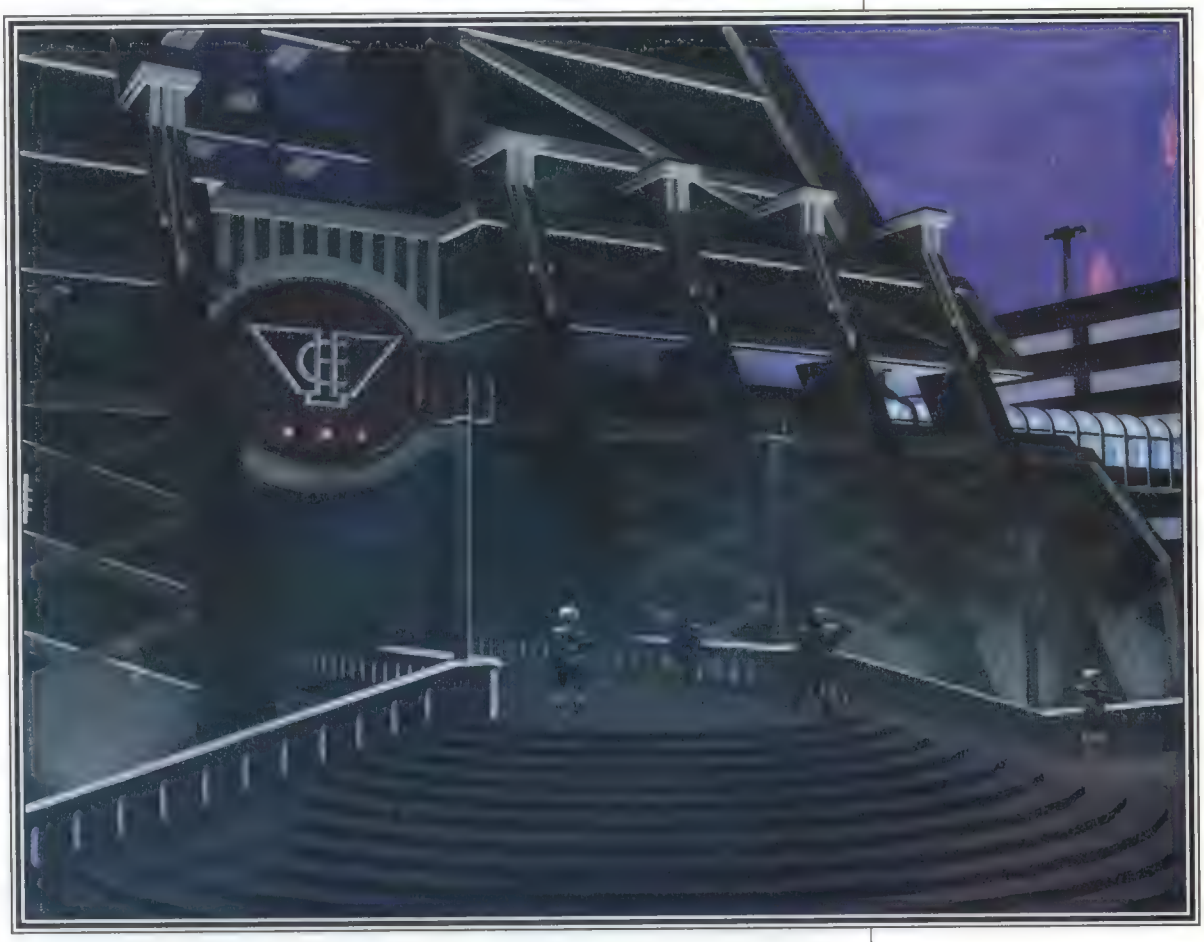
Artist:

Michael Morlan



Artist:

Terry Manderfeld



Artist:

Terry Manderfeld



Artists:

Crusader Team

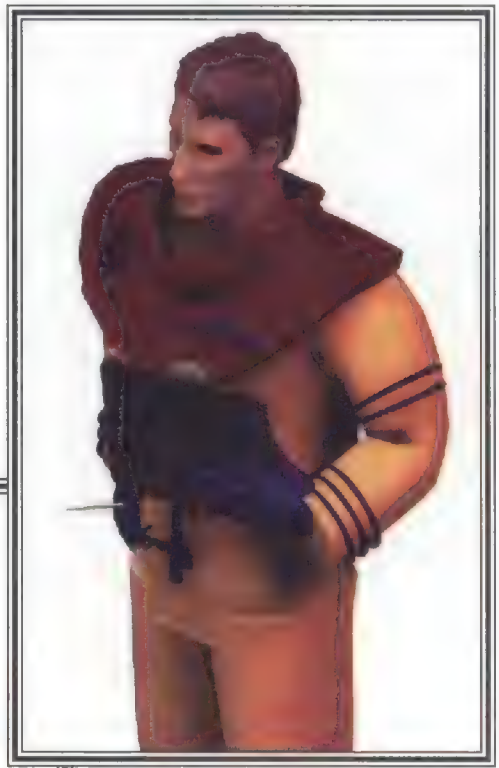




Artists:

Crusader Team





Artists:

Craig Halverson

Alan Perez



Artist:

Dicko Mather

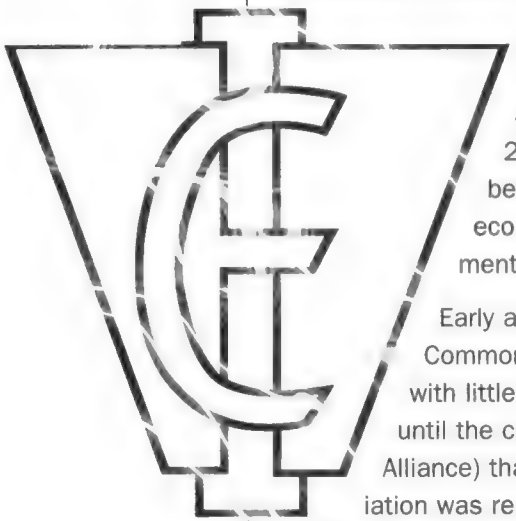


BACKGROUND

THE BACK STORY

World Economic Consortium: Origins

The origins of the WEC can be traced back to the beginning of the 21st century with the economic decline of geographically defined countries as the cornerstone of world power.



With the decline of the superpowers (formerly known as the Union of Soviet Socialist Republics and The United States of America) in the late 20th century, a new economic power struggle began to rise in the wake of the failure of Russian economic reforms and the US protectionism amendments.

Early attempts to form multinational coalitions (The Common Market, League of Arabic States, NAFTA) met with little success within the global community. It was not until the creation of DOMO (better known as the Asian Alliance) that the true economic power of a multinational affiliation was realized.

After the collapse of the United States (due in part to the loss of California in 2025, and the continental flooding of its eastern coast caused by global warming), the remaining states voted to incorporate the last states of the former countries known as Canada (in 2037) and divided federations of Mexico (in 2064) to become the North American Alliance. Though not as economically powerful as DOMO, the NAA shortly took over as a world leader when China left the Asian Alliance after a long battle over scandal and corruption within DOMO.

2067

The North American Alliance jointly puts the first Orbiting Industrial Platform (OIP) in space. This is followed closely by the Europa Economic Interest completing theirs in 2069, and the first venture of DOMO in 2070.

2094

After years of famine and civil war, peace is finally established on the continent of Africa with the signing of the African League of Nations. Though renegade states threaten to destroy the alliance during the 94-97 drought, the ALN survives its most bitter years of internal fighting.

2098

DOMO establishes the first permanent lunar colony. Minerals are mined on the moon and transported to the many DOMO OIPs for processing, demonstrating for the first time á full scale extra-terrestrial mode of production.

2105

The NAA becomes the American Alliance after La Unidad (its Latin American counterpart) signs the historic pact that merges the whole of North and South America into one single economic superpower.

2109

With their reserves of fossil fuels depleted, the League of Arab States declares bankruptcy. The territories are soon annexed after a long proxy war fought between the EEI and DOMO. The Asian Alliance emerges victorious, but at a cost that weakens DOMO financially for the next decade.

2112

Though never a strong power, the New Russian Republic of States divides again after the food riots at Yeltsingrad. This time the eastern-most provinces vote to join with the Asian Alliance, while the western ones decided to side with their longtime allies of the Europa Economic Interest. In a surprise move, the orbiting industrial platform of Pasternak joins with the EEI and its fleet of OIP, even though Pasternak's main spaceport had sided with DOMO. This is the first time an OIP becomes an independent entity from its parent corporation.

2125

Under an equal charter, the EEI, the ALN, and the American Alliance establish the first colony on Mars. Though Mars itself is not considered important, it is their first stepping stone towards full-time asteroid processing. The hollowing of these asteroids will be used for the first self-sustaining extra-solar system ships to be launched.

2147

Under the burden of its failing economic empire, DOMO is the last of the coalitions to concede and agrees in principle to a pact that will combine all of the world's coalitions into one super coalition with five economic states (America, Europa, Asia, Africa and a blanket state for all ETs). Talks between the major coalitions take three years to reach a full agreement.

2150

The World Economic Consortium is founded.

World Economic Consortium: Rise to Power

Though most historians agree that the formation of the WEC was the greatest step man has taken towards world peace since the ending of the Cold War in the 20th century, some have speculated that this was also a self-fulfilling prophesy for tyranny. They point to other world-encompassing states, such as Rome under the consuls, Persia under Alexander the Great, France under Napoleon, Germany under Hitler, and the USSR under Stalin.

The human race progressed rapidly in the 21st century. Scientific breakthroughs made possible such advanced technologies as atomic manufacturing plants, teleportation, fusion power and even highly sophisticated robots.

These same advances, however, enabled the government to keep a closer watch on individuals than ever before. A massive world-wide computer network handled all electronic interactions. Credit accounts were monitored for suspicious transactions. Videophone calls were analyzed by computers for matches of known felons.

Over the course of centuries, an apathetic mankind had surrendered its privacy a small amount at a time. By 2160, there were few aspects of the average individual's life that were not monitored in some way by the ever-encroaching government.

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All national governments had combined into the World Economic Consortium, or WEC. The waste and corruption made possible by a select few presiding over twenty billion people was enormous. Special privileges, covert dealings, and immunity from the laws that governed the general populace were but a few of the reasons people began to lose all faith in the current government. Although a majority of the citizens wished for change, their elected leaders' primary goal was to maintain the status quo. The government leaders, sensing what was happening, attempted to quell the increasingly frequent rebellions by military force, but found that many of the government troops refused to turn on their own people.

It was for this reason that the government began to disassemble the traditional military and replace it with mechanized warriors. In the beginning they justified it by touting the robots' superior efficiency and ability to disarm dangerous situations without placing human troops in danger.

The world's attention was riveted to the industrial city of Petra in 2194. The city, after a landslide vote, declared its independence from the WEC and ceased tax payments. Several other cities began initiating similar plans. Sensing the monumental scope of the rebellion, the WEC decided to silence the rebels by making an example of Petra. The people of the world got their first glimpse of just how inhuman the "protectors of the peace" could be. Men, women, and children were all cut down with indifference, whether armed or not. The killing machines moved through the streets with an eerie single-mindedness, and within a few short hours much of the city had been reduced to rubble.

Now, in 2196,

the world is in need. The people cry out for a savior, for an end to their oppression.

At first this polarized the populace and city after city began to rebel. In the course of just a few days, however, twelve cities lay in ruins, any talk of rebellion was punishable by imprisonment, and robots roamed the world's streets, enforcing martial law.

The people quickly submitted. Confusion and fear of government retaliation prevented any form of organized uprising. The government seized control of the world's media and began a massive propaganda campaign. Scattered bands of people around the world began to organize via the massive electronic networks. Small attacks against the government became a common occurrence, but were largely ineffective.

Now, in 2196, the world is in need. The people cry out for a savior, for an end to their oppression. In its darkest hour, the world wants for a crusader.

Avoidance of Accountability

[Resistance Confidential]

From: *Gen. Q. Maxis, CIC*

To: *All field commanders and special operatives*

Re. *"Avoidance of Accountability" by Dr. Singh*

The attached document is an article entitled "Avoidance of Accountability: The Rise of the World Economic Consortium," by Doctor Ethan Singh. I consider this to be one of the cornerstone documents of our movement — it will come to be regarded much as the Federalist Papers were to American democracy. Every senior officer in my command should study this work carefully.

You will notice that when Dr. Singh discusses the growth and mission of the Resistance, he does so "warts and all." Dr. Singh is a committed member of our movement, but he has not allowed that to cloud his scholarly objectivity. The Resistance is a movement of ordinary people reacting to extraordinary provocation. In the course of our history, mistakes have been made, opportunities have been lost and principles have sometimes even been compromised. This in no way detracts from the essential justice of our mission. What would, however, compromise our credibility would be to resort to the sort of whitewash and distortion that our enemies employ on a daily basis.

As a life-long soldier, though, I recognize that wartime is not always the appropriate time for absolute historical objectivity, Therefore I leave it entirely to the discretion of each unit commander whether to distribute this document to his troops. I only encourage you to distribute this document to the maximum degree you find consistent with unit morale and efficiency.

At the moment, HumOps is considering how best to move this document out to the general public. Therefore, for the time being, it remains "Confidential." Please do not distribute it outside the organization, even via secure channels, as such efforts may compromise future efforts to capitalize on this information.

The Rise of the World Economic Consortium

By Ethan R. Singh, Ph.D.

It is the nature of civilization to progress from chaos to a strongly controlled social order, to a social order founded upon individual liberty and maintained by the consent of the governed. There are those who charge that the cycle then proceeds once more to chaos, but it is more accurate to say that chaos is always the result of the breakdown of the social order at any stage of this evolutionary process. It is the chasm which social evolution constantly skirts.

There was a time

when the WEC was far preferable to any of the other available options.

In understanding the rise of the World Economic Consortium (WEC) and the revolutionary Resistance which now challenges WEC global dominance, it is necessary to remember that all human progress is incremental. It is impossible for a civilization to go from anarchy to utopia in a single step. When the reformer of today asks himself, "Why did people ever surrender their liberties to the WEC?" he is avoiding an answer that is painfully simple — there was a time when the WEC was far preferable to any of the other available options.

The Death of the Old Order

Every schoolchild knows that at the dawn of the 21th century the globe was divided up into hundreds of autonomous states, which often warred against one another. It is commonly believed that the peoples of the world turned to the WEC to unify them and save them from war and international strife. This belief is completely erroneous.

Although international war was tragic on a human scale, it was also, in many ways, a sign of social health and vigor. It often stimulated industry and trade, and increased overall economic efficiency by bringing the population together in a common cause against a common enemy. Nations often emerged from wartime stronger than they were when the war began — and if this statement is more true for winners than losers, it is by no means exclusively true for winners.

The fears that caused the people of the 22nd century to turn to the WEC for relief were, generally speaking, not fears of violence from without, but fears of stagnation and chaos from within. Across the globe the old social orders were breaking down. National authorities were ineffectual or simply absent. Crime was not merely rampant — in many places organized crime had, in fact, become the de facto government for neighborhoods, communities, sometimes whole regions. Often, such informal gangster "governments" were more stable and less corrupt than in those areas where the remnants of the original government still held sway.

The reasons for **this international disintegration of the social order are, of course, extremely complex, but they can all be boiled down into three words — global economic collapse.**

The reasons for this international disintegration of the social order are, of course, extremely complex, but they can all be boiled down into three words — global economic collapse. By the end of the 20th century, governments had completely ceased to be self-contained economic units. The economic well-being of each government had become completely dependent upon the economic health of the rest of the world's governments. Various policies and agencies were created to regulate this global economy, but all were entirely dependent on the consent and co-operation of the governments they regulated. There was no central economic authority with the power to enforce financial prudence on the world. The history of the early 21st century is one of nations sacrificing one prudent economic safeguard after another in response to some local or short-term need or crisis. Each such action only set up more such crises in the future.

The remaining leaders of the 21st century, however, were by no means unconscious of the roots of their problems, or of the obvious solution. They needed an economic compact with teeth in it — something that could restore order to the economy, and if necessary enforce that order against destabilizing forces. By the last half of the 21st century, when DOMO, followed by NAA, EEI and ALN, came on the scene, the people were more than ready to welcome any organization offering relief from civil disorder and poverty, and the former national governments were so weak and decentralized that they couldn't make any effective resistance.

The effects of membership in one of the new economic alliances were marked and nearly immediate. Hunger was drastically reduced, employment rose, medical care improved. Those regions which tried to hold out for autonomy were soon forced by their own population to join a union. It is at this point that we begin to see the first glimmers of imperialist ambition in the new alliances. Prospective members were told they must capitulate entirely to the new order, or they could not participate at all. This refusal to compromise was portrayed as a necessary safeguard against the kind of creeping isolationism that had destroyed the first global economy. Certainly a more potent economic regime was needed, but it would have been entirely possible to make certain concessions to local rule without seriously compromising the mission of the organization. It is clear that, in refusing benefits of membership to nations with any degree of hesitancy whatsoever, the economic alliances were not merely after stability, but were in fact actively pursuing the economic subjugation of the member states. Any remnant of the original national government was so thoroughly stripped of real political power as to be left a mere ceremonial courtesy. A few such ceremonial relics of the pre-alliance past still survive to the present, including the monarchies of Denmark and Kuwait, and elective ceremonial offices like the Mayor of Chicago and the Governor of Texas.

... the bottom line

was that for the first time in several generations hunger was on the decline, employment was on the rise, and children were being educated.

In general, however, it must be admitted that the member states were only too happy to be subjugated. For most, the bottom line was that for the first time in several generations hunger was on the decline, employment was on the rise, and children were being educated. Most regions welcomed the new alliances as saviors; only a few yielded to them as conquerors. In either case, the end result was the same.

As long as the WEC endures, the average scholar will probably never have access to any of the records of the secret negotiations and behind-the-scenes machinations that finally led to the formation of the WEC in 2150. By all standards the consolidation was an astounding success. Disorder was non-existent, crime continued to fall and the economy continued to soar. The WEC probably reached its all-time apex of success in 2176, when the original "five states" were abolished and replaced by the cartel system as the primary administrative sub-unit of the WEC. For the first time humanity had achieved a dream of centuries — a world completely devoid of geographical borders.

The Dawn of Dissent

About the same time that the WEC was achieving its greatest success (with the establishment of the cartel system), it also began to feel the first real pressure from dissident reformers. Their message was simple — the WEC had been formed using emergency powers during a crisis situation. Now the crisis was over, and it was time for the WEC to step back and allow its "partners" to explore other alternatives of self-governance. Scholars had, of course, long been speculating about the proper limits of WEC power and the long-term options available for the new global economy. The 2170s, however, were the first time such speculations began to gain popular support. The average citizen-partner remained grateful to the WEC for providing him with security, employment, health-care, education and sustenance. He was, however, beginning to question whether those benefits really justified the average 55% of his nominal earnings garnished by the WEC for "security and economic development."

It is difficult for us, in these days of 90%+ garnishment, to appreciate how indignant the world population could become over a 7% rise in income garnishment between 2167 and 2173. The garnishment issue led to public demonstrations and even some isolated incidents of rioting. The anti-garnishment movement of the early 2170s is historically significant as the first organized resistance movement in WEC history. It was also (at least nominally, and in the short term) a success. Garnishment was reduced below 50% in 2173 and did not rise to pre-movement levels until 2181.

However, even if the WEC was willing to cut its own profit margins a bit to ensure public tranquillity, that gesture was far removed from actually compromising its political autonomy. The WEC response to calls for political reform has always been, to say the least, ingenious. The WEC claims that it is not responsible for governmental reform because *it is not a government*. Whenever it needed to claim one of the traditional prerogatives of a national government the WEC would do so, but publicly it maintained the fiction that it was merely an economic regulatory body, with no interest in how its "partners" chose to govern themselves, so long as their policies were not bad for business. Of course, every time a policy was proposed that compromised WEC political authority, that policy would turn out to be somehow bad for business. It was pointed out that the WEC had all the authority of a government, that there was no other governmental body to be found anywhere, and it seemed to be functioning as a government. However, these arguments were at first ignored, and later violently suppressed.

The WEC claims that it is not responsible for governmental reform because *it is not a government.*

After the anti-garnishment unrest, the WEC moved on to a new method for avoiding public accountability. Previously, the WEC's justification for its own existence had been entirely functional — the WEC deserved to exist because the alternative (pre-WEC chaos) was infinitely worse. Now, people were actually proposing viable alternatives to the WEC.

The WEC's answer was "Scientific Administration." Basically, it began to present its policies not merely as pragmatic responses to new circumstances, but as scientifically established, *and proven*, optimal responses. No longer were the WEC's ideas simply the best ideas of informed individuals — they were now scientific facts, as unquestionable as a proven mathematical theorem. Of course, the actual theories or algorithms that determined these policies were never revealed to the public.

The Rise of Resistance

The introduction of the "Scientific Administration" propaganda campaign proved remarkably successful among the general populace, but it was far less so among intellectuals. When told that a given idea is "scientifically proven," the average worker will probably respond, "Oh, that's good then," and go about his business. Saying the same thing to a scientist, however, will immediately awaken a burning desire to examine, dissect and elaborate on the theory and its proof. When the WEC claimed scientific infallibility, but refused to present the proofs underlying that claim, suspicions soared.

Even among the intelligentsia, however, opposition to the Scientific Administration movement was muted. This is not surprising, since the WEC has always been a scientific meritocracy, seeking out the most gifted scientific minds and rewarding those who contributed most to Consortium interests. Scientists might have been intellectually skeptical about Scientific Administration, but pragmatically they knew where their bread was buttered. Those who could come up with plausible-sounding support for the WEC's scientific administration claims were richly rewarded; those who challenged them were disgraced.

Scientists might **have been intellectually skeptical about Scientific Administration, but pragmatically they knew where their bread was buttered.**

Inevitably, however, the friction between the claims of Scientific Administration and the demands of real science increased in the minds of at least some intellectuals. In 2186, four senior Economics Cartel analysts submitted a comprehensive refutation of Chen's *Predictive Economics* — one of the cornerstones of Scientific Administration theory — to a scholarly journal. The piece was curtly refused by the journal, then in a matter of hours all records of the team's work and research was purged from all Economics Cartel databases. Within three months, one member of the team was in prison, two more were in an institution for the mentally unstable, and the fourth was dead.

Although the WEC of course denied, and in fact actively suppressed all suggestion of a retaliatory conspiracy, word of the incident spread on the academic grapevine. Here and there, cells of scientists began to meet secretly to consider what they had come to regard as the "problem" of the WEC. The birth of the organized anti-WEC Resistance as a distinct organization can be traced directly to this event.

The Petra Experiment

Gradually, these intellectual dissident cells began to reach out to the general public. There they found an ever more willing ear for dissent. Government monitoring of citizens, on the rise since the turn of the century, was starting to chafe. The temporary propaganda boost the WEC got from the introduction of Scientific Administration had exhausted itself in the face of the old specter of rising garnishment. In 2189 garnishment, for the first time, rose over 75%. Once again there were protests, but this time the protests turned much more easily to violence, and this time the WEC did not back down — the violence was suppressed. Even more alarming, for the first time since the introduction of the cartels, parts of the globe were experiencing food shortages, and while employment remained nominally at 100%, rumors were on the rise of whole communities where the people's "jobs" didn't involve actually doing any work ... or collecting any pay. The "refusenik" anti-registration movement surged during the late '80s, from a worldwide total of barely a thousand ideological extremists in 2185, to at least a half-million non-registered persons by 2190.

At the beginning of the decade, the Resistance began to go cautiously and quietly "public," actively recruiting new members from all levels of society, and taking a generally more militant stance in demanding WEC reforms. They even won a few victories, here and there, notably the de-installation of cameras and microphones from the non-public areas of all Ontario housing complexes in 2192. Of course, WEC reaction was growing at an even faster rate. The Resistance estimates that at least 75,000 dissidents were incarcerated or assassinated by the WEC between 2190 and 2193, and countless more were harassed or demoted for Resistance activities.

One of the main reasons for both the success and the persecution of the nascent activist resistance was a small but efficient underground cadre that specialized in harassing the WEC through guerrilla tactics. The Resistance guerrillas became almost folk-heroes in certain areas, due to their success at creating violent demonstrations that seriously impacted WEC operations while minimizing civilian casualties and collateral damage.

Gradually, even WEC administrators and civic authorities began to be influenced by Resistance rhetoric, and to formulate their policies accordingly, often in direct defiance of WEC policy. For a time, it seemed that sheer concentrated public will would restrain the WEC from taking any extreme reactionary measures. "Policy reviews," "public inquiries" and "blue-ribbon commissions" were promised by the WEC, with the professed purpose of evaluating the possibility of reform along Resistance lines. Few of these efforts ever came to fruition. Those that were actually formed either stonewalled and stalled, or turned in reports supporting existing WEC policy.

Gradually, even WEC administrators and civic authorities began to be influenced by Resistance rhetoric, and to formulate their policies accordingly, often in direct defiance of WEC policy.

The whole thing came to a head in the city of Petra in 2194. In January of that year, Petra announced that a public referendum would be held March 1st, on the question of whether the city should renounce its affiliation with the WEC. Much to the surprise of everybody, the election was allowed to proceed. 71% of the populace turned out to vote, and the final tally was 82% in favor of secession. Immediately, the provisional government of the city declared itself in power and took over all WEC administrative functions. Any Consortium officials that opposed the takeover were held for deportation.

A full month passed as the Petran government established itself. New civic elections were scheduled for September. A trade delegation sent to Admin Cartel headquarters to attempt to negotiate with the WEC for commercial relations was arrested and imprisoned, but allowed to stay in contact with the Petran government, and apparently not mistreated.

Other cities with strong Resistance ties began to make plans for a referendum of secession. Speculation was voiced about the possibility of a worldwide network of Resistance enclaves, offering an alternative to WEC control — trading freely with each other, and perhaps even with the WEC, but each with purely local administrative jurisdiction. In what later proved to be a major strategic mistake, Petra began to welcome thousands of Resistance sympathizers from around the globe.

On April 7 2194, at 0545 hours, more than 300 stratospheric fighter-bombers were launched from the MilOps cartel air base at Brasilia. At 0700 hours, the Petran trade delegation was executed without trial. Simultaneously, saturation tactical nuclear bombing of Petra and surrounding regions began. The last bomb detonated at 0744, at which time 14 million people were dead or dying. Over the course of the next four days, the WEC began a vicious worldwide pogrom aimed at stamping out the Resistance movement. A further 2.3 million people were summarily executed, and more than a million were imprisoned. The entire globe remained under martial law for six months while security cartel monitoring was stepped up, and garnishment was raised to an all-time high of 94%. The WEC issued a statement that the destruction of Petra had been investigated and found to have been caused by a reactor-core meltdown due to inept maintenance at a power plant. The official death toll was set at 440,000.

The Resistance has reappeared during the last year, literally with a vengeance.

Despite this crackdown, riots occurred on an almost daily basis, all over the world. WEC economic loss due to civil unrest for the year 2194 (excluding Petra, which was not restored) are conservatively estimated at 700 trillion dollars.

The Resistance has reappeared during the last year, literally with a vengeance. Since Petra it has regrouped, reorganized, and has begun operations as a full-scale guerrilla army. Although care is still taken to avoid civilian casualties, military operations have been seriously escalated. Before Petra, guerrilla operations were mostly intended to harass and demoralize the WEC. Since that time the goals have changed to serious and continual disruption of the WEC economy and direct action against WEC security measures.

At this point, the eventual fall of the WEC seems inevitable to the serious student of political history. The economy continues to worsen, public dissatisfaction grows, and Resistance opposition becomes increasingly focused and effective.

Of course, the odds against the Resistance remain astronomical. The rebel forces live a dangerous, hand-to-mouth existence completely surrounded by their enemies. WEC personnel and resources can only be described as infinitely more extensive than the Resistance's. Nonetheless, the genie of revolutionary change is out of the bottle. If this Resistance should eventually fail, a new one will soon arise in its place, and if that movement is not immediately successful, it's only a matter of time until, like the Soviet Union of the 20th century, the WEC crumbles beneath the weight of its own corruption.

TEAM NOTES

Tony Zurovec – Project Leader



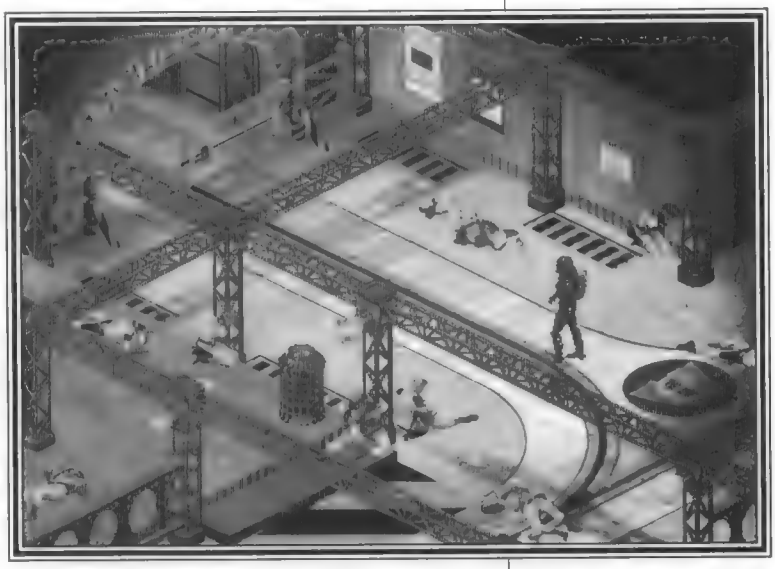
When asked where the original idea for *Crusader: No Remorse* came from — what the inspiration was, what the philosophy of the game is — people often find the answer somewhat amusing. Sometime around 1980 I found myself playing a game for the Apple II called *Castle Wolfenstein*. It was an overhead third-person action game that was immensely fun to play. In the years since, few games using such a perspective have advanced the basic genre much ... usually, the technology employed is rudimentary at best, the graphics are often primitive, the number of weapons and enemies is extremely limited, the types of puzzles are too simplistic, etc. *Crusader* takes the third-person overhead action game to the next level.

Multiple Solutions

In real life, there is rarely only one way to solve a particular dilemma. A game, by definition an interactive experience, should provide ample opportunity for the player to formulate his own solutions to problems, to take what the designer has placed before him and use it to his advantage. Multiple solutions to the puzzles the player would encounter during the game were therefore a major design focus. This made the designers' jobs much more difficult, but the player's experience will hopefully prove to be much more enjoyable as a result. It forced the designers to think of the entire game as the player would and to provide for the myriad solutions the player may attempt. A big benefit of this sort of design is that when the player has so many different building blocks available at his disposal, he can frequently concoct valid solutions to encountered problems in ways that even the designers did not realize. Intelligence can be a much more powerful weapon than brute strength and the items within the game allow for radically different combat strategies. Whether you choose to fight with your fists or your brain, or avoid the fight at all, is usually a choice left to the player.

Environment and Plot

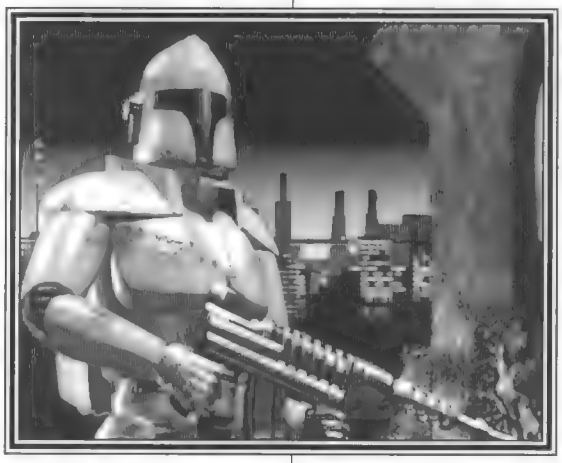
Another focus of the game was to create an exceptionally detailed environment that was not only fully functional but that would also accurately depict a damaged state. The level of realism involved in the damage objects acquire during battles makes the firefights in *Crusader* much more visually exciting. This required a large investment from both the art and implementation teams, but the game was greatly enhanced by it.



The unobtrusive plot that ties the various missions together also provides the player with his motivations. This helps prevent the game from becoming a pure shoot-em-up and provides an opportunity for the player to purchase the supplies he can afford and find out how the story is progressing. The intent was that this small amount of interaction with other characters in the story would allow this primarily action game to have a little more depth than it otherwise would. Instead of simply presenting the player with fifteen straight missions, you continue to find out how the battle against the Consortium is progressing, why you need to accomplish your assigned tasks, and what new developments are taking place, all of which help contribute to keeping the game exciting from the beginning to the end.

The fiction was always meant to be a political statement. Growing up in an age where government corruption is common, waste is rampant, and inefficient self-serving bureaucracies are everywhere, I believe a good number of people my age share a somewhat similar cynical view of the future and of the government itself. To say that I and many others of my generation are disenchanted with the current political regime is certainly an understatement. The Consortium is actually a fictional derivative of the currently existing European Economic Community. The premise was that this trade-regulating body was formed by the various nations of the world to serve as an

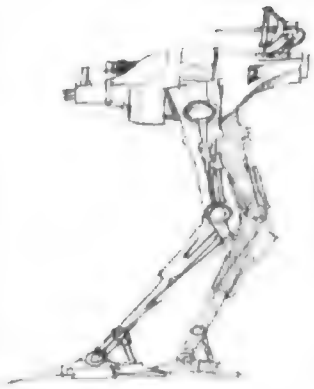
arbiter in the frequent trade disputes amongst various nations, somewhat similar to the currently existing World Trade Organization. Over time, the Consortium's word came to be unofficial law since countries disagreeing with its decisions faced stiff trade sanctions from the other member nations who would comply. This, I think, is reminiscent of most such events ... the power is ultimately derived from the people, but the tremendous amount of momentum of the system convinces the people that there is no hope of changing the system, and thus they become unwilling enforcers of the policy. Eventually, over the course of almost two centuries, this organization grew into an enormous bureaucracy directly accountable to no one. A few lost liberties here, a few there — most people could find neither the time nor the patience to combat the system on a full-time basis. At this point, the ruling party obviously finds it in their best interests to prevent any dissent, since the situation is so precarious. Make an example out of a few, and the rest will usually fall into line. This militaristic attitude towards its own citizens finally polarized some of the citizens of the world to form the Resistance.



The Crusader

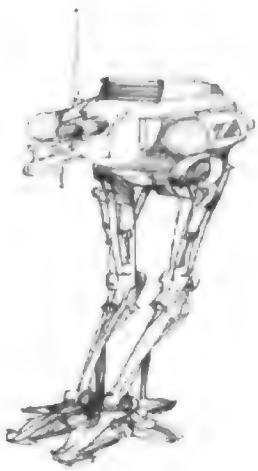
There is much duality in the player's alter-ego. The distance maintained between him and the player is intentional. He is the quiet, brooding figure that never tips his hand to what he is thinking. Above all else, he is resolved to action, not rhetoric. What exactly motivates him is never spelled out directly to the player. Everything that a story establishes does not have to be an absolute or known in its entirety. This, much like poetry, enables the fiction to be interpreted in slightly different ways and can make a story much more interesting. The player does not always understand exactly why something in the game has occurred or the specific background of an event. The Crusader's past as an Enforcer of the very ideals against which he now struggles provides ample opportunity for conjecture on what his motivations are, but they are never solidified. Perhaps morality prompted the Crusader to question his loyalties and defect to the Resistance. Revenge may be his only inspiration after the Consortium killed his colleagues. The irony of the situation is that one of the government's own "creations"

could prove to be a greater enemy than the rebellious populace. The end result is that this Silencer, this absolute enforcer of government policies, has now decided to help overthrow the very government that he previously fought for with his life. It is never revealed whether or not he was genetically bred — the few comments about the origin of Silencers are always vague and inconclusive. Hoffman, the stereotypical mad scientist, questions his worth due to his "fatal flaw." Since Hoffman is now designing genetically-bred, unquestioning, emotionless humanoids, that leaves several possibilities in the interpretation of his speech. Establishing a fictional universe wherein the player's interpretation contributes as much as the writer's makes the story much more exciting, and draws the player in much more than a straightforward story where everything is spelled out for him. The player should not always be a passive participant to the story, but an active and willing contributor to its actual interpretation.

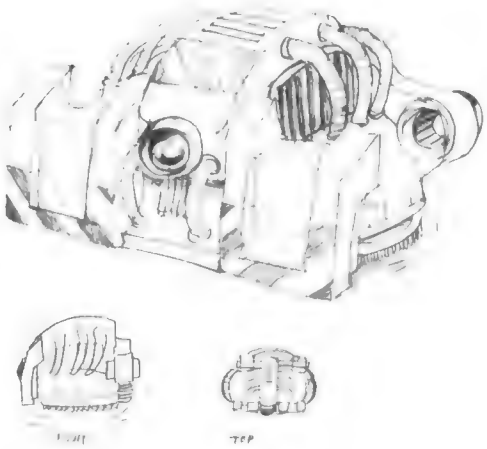


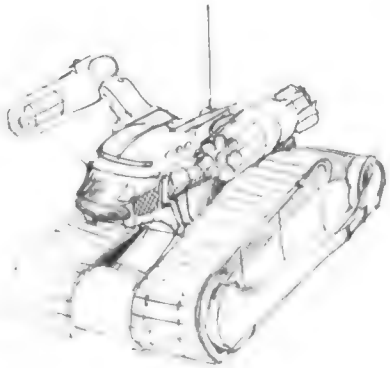
Results

The game turned out to be very similar to what was originally conceived. The incredible artwork is the most visual aspect of the game, and it was in pursuit of this type of excellence that Super VGA was always considered a requirement for the game. If I never see another 320x200 game it will be too soon — it's just a good thing we don't pay the artists by the pixel. To prevent the artwork from becoming visually repetitive after an extended amount of time, five different types of terrain were envisioned. Some of the terrain types were detailed more extensively than the others, although I believe we maintained an excellent level of quality throughout. The animation details were considered an important part of the game, as were the various methods of movement, specifically for allowing the player more flexibility in his combat maneuvers. The wide assortment of weapons and usable items in the game were considered necessary in order to allow the player to accomplish his objectives in different ways. The digital sound system was a last minute type of technology. It was far superior to the Sound Blaster's FM synthesis, so we got all of the music rewritten to take advantage of this new development. As a result, even the lowest end sound cards can produce phenomenal sound.



There were, unfortunately, some things that had to be cut due to time constraints. The monitors in the rebel base can be used to watch small bits of the news in between your missions, but I wish that we had been able to film the wide variety of satirical commercials that the team wanted to do. There were a number of traps and puzzles that, for one reason or another, could not be accomplished within the game's tight schedule. The original plan of having interactive conversations with the characters in the bar had to be cut due to the extremely tight schedule. Several enemy robots and soldiers had to be eliminated as well. Time must be the greatest enemy of creativity. In retrospect, I wish that we had been able to have more flicks between the action sequences. These are a tremendous help in placing the player into the fiction of the game. The video overlays for the live action video also turned out to be a very nice feature, although I wish that we had used them to greater advantage. The mission briefings, video mail and camera views could have all benefited greatly from the addition of more graphic overlays.





Sequels

Assuming that we have the good fortune to be able to create a sequel to this game, space exploration will be a major design point. The game takes place 200 years in the future specifically so that having a fair level of space technology available would seem realistic. A game that combined the intricate detail of *Crusader* with the exploration of outer space would make an excellent game. Multiplayer options will also find their way into any future *Crusader* designs. You would have the capability to carry out missions together, work against each other, or even purchase a robot and have your friend control it. The video sequences would follow a branching structure so that we could allow the story to progress according to how the player was doing in his missions, or even according to which missions he chose to undertake, much more frequently than we were able to do this time. A polygonal terrain system would be used so that we could avoid both the limitations of not being able to see behind walls and the massive memory hit for so many bit-mapped frames of art. Light sourcing will be a great addition — you will be able to knock out the lights in a room and plunge the room into darkness, where you may have an advantage over the enemy since you're wearing infrared imaging goggles. The visual quality of the game will remain top quality. Character animation may become polygonal as well, although keeping the same level of detail as we currently have (using bitmaps) would not be possible. If so, we would try to compensate by having much more realistic motions for the characters, as well as a wider variety. Ultimately, I hope that we get to make this game — because I really want to play it.

Beverly Garland – Art Director

I'm responsible for creating or overseeing the conceptual designs of the game look. Individually, I created the main character, a lot of the player interface ideas, the costumes and the cover art. As far as the cinematics go, I tried to make that a group effort of all the artists. Basically, I let the artists go to town making the environment come alive; I only tried to send them in a general direction. I had an overall vision of what we were shooting for, and just threw it out there to see what they would come up with.

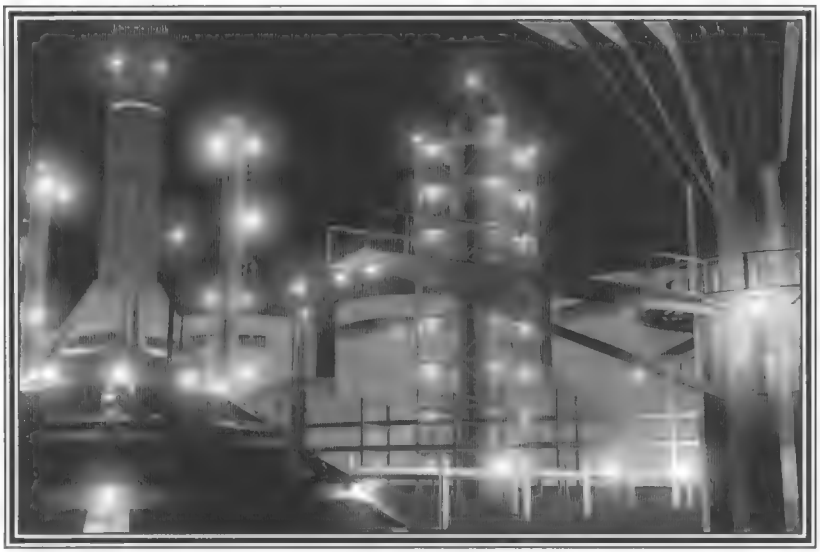


Overall View

For the game's architecture, it was pretty handy to have succinct areas that were different — for instance, government buildings, military buildings, a space station, a refinery and a rebel base. I basically came up with some ideas about what each of those places should be like. I'm pretty pleased with the results. For the government buildings I envisioned a sort of "retro art deco revival" style. Very art deco, but at the same time maybe a little on the garish side, with definitely a modern (whatever modern means in the future) twist to it.

Of course, there are things that I would go back and do differently if I had to do it all over again, but I'm surprised that things look so great. We were on such a tight schedule before (the project was

extended) that we were just hashing out everything as quickly as possible. A lot of things got done to the point that they were good enough to go in the game, but not as good as I would like them to be. After the extension, we went back and fleshed out a whole lot of stuff, and improved on it.



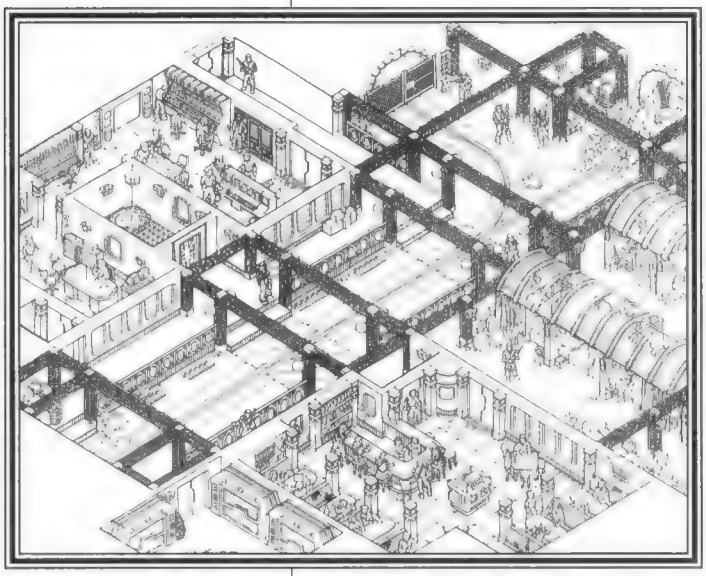
Terrain

The terrain — the Resistance base, the military and refinery — I wanted to have the same feel as far as a revival era. Art deco, but not as fancy. Of course, military is always going to be very utilitarian and stark, and on top of that my concept of the space station wasn't as fleshed out as it could have been. For a while, it didn't have anything special about it. It was a generic *Star Trek: Next Generation*-looking kind of place. Later, we added more stuff to it — gave it a lot more personality.

The refinery — like I said, I let the artists take over, based on what I described, and it turned out really well. Terry Manderfeld did most of that. It has a sort of Victorian World's Fair look, with lots of trusses and structures and very old fashioned, weird-looking conveyor belts and things like that. It looks like it could take place at any time. It's not particularly futuristic or modern era or of the past. It's got a classic look to it, while still being very junky and grungy looking.

The Resistance base was basically an abandoned subway tunnel or station. That was another thing that I just sort of threw out the basic

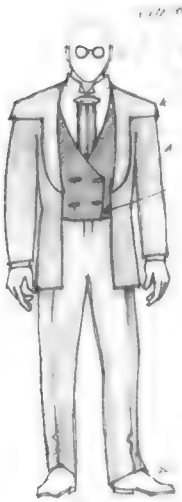
idea, and said "do something with that." Actually, we were kind of saving that map for last, and didn't do anything on it until right before the video shoot. That's when we found out that they were going to be shooting a lot of scenes that were supposed to be happening in the subway. It was very sudden. I had Terry draw a map that the set builders could use to base what the sets were going to look like. He used a lot of existing pieces that you would find in the government or in a refinery. It kind of tied the Resistance base into the rest of the area. That helped a lot when building the maps. We already had a sketch that we could use, plus we had individual pictures that we could show to the set builders. That way they would know what color things were, and how grungy it all was, and what kind of little details should exist. That was how the Resistance base came about. An artist made it up, and we built a map almost identical to what he envisioned. Because we were concentrating on only one area, we didn't want to have generic pieces everywhere. Instead, we made individual floor tiles that went where we wanted them to. We had great shadows, and in some places we put special stains. I think it looks much richer than any of the other maps because each piece in there is custom made to go exactly where it is.



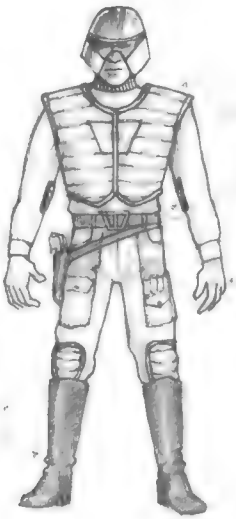
We also had a prison area that I contracted Dicko Mather to do for us, and he came up with this sort of this Giger wall texture with some cool containment bars. Stuff like that. I insisted that we have toilets in the game, and I think we may be one of the first games to ever have them. We do have bathrooms in *Crusader.*

Uniforms

As far as designing a lot of the uniforms, it's hard to explain exactly where the ideas came from. Sometimes I just sit down and start drawing anything. For instance, we have people who were involved with the government buildings. The guys need to wear jackets and pants. So I'll just start playing with the lines on that, and maybe changing the lapels to be drastically different from what they are currently. And it turns out looking like something that is aesthetically and physically probable in the future. That's where a lot of the ideas for costumes came from.







The Crusader

The Crusader, himself, I pretty much came up with him in a day or so. I started drawing. I played with the idea that he was a Crusader, and tried a neo-medieval look for him at first. That didn't really spark any ideas. It didn't hit anybody as cool ... or me either. So I kept going. It started heading towards your basic (nowadays) movie genre of the character with the body armor. I came up with a guy that looked a bit like the current character does now, except he had a half helmet. He looked more like a policeman — which is actually what the Crusader is supposed to be. Still, he didn't look as bad-ass as this guy who's completely concealed. The other guy sort of had the policeman look you might see walking around the *Star Wars* movie or something. In fact, he actually turned into one of our generic guard characters later on, minus a few pieces of armor. The Crusader sort of grew out of him.

One of the main comments I get is, "Oh, his helmet looks just like Boba Fett." That was not my idea. I came up with several helmet designs. That was the one that the team — mostly Tony — really liked, as long as I was heading in that direction. Actually, go ahead and look at an illustration of Boba Fett. He's different. Yeah, there's the T-thing in the helmet, but that comes from the Trojans, with their slots going across and down the visor. If I hear somebody say one more time that it looks like Boba Fett, I'm going to scream.

We chose the color of his uniform on the basis of making him the most visually arresting thing on the screen all the time. Of course, everyone knows red is hard to ignore. Maybe it's not practical for a guy to be running around jn red armor because it makes him an easy target for his enemies, but as far as this whole fantasy world we are creating on the screen, he needs to be red. For one thing, it's the macho, cool sports car color. Basically, though, it's just so very visible against anything. Nothing in the background is ever going to obscure him. I played around with him being blue and a dark burgundy color, but it just didn't have as much visual impact.

He's sort of a creation of the whole team, not just me. I did a lot of different sketches and ideas and got people to vote on them. I really wanted to get the team's input, because I wanted it to be everybody's game and everybody's character that they bought into.

Palette

The palette is 256 colors of stuff that gets used throughout the entire game. Nothing else will be used. So you have to pretty much ahead of time guess what colors are going to be needed in any situation and make a palette out of that.

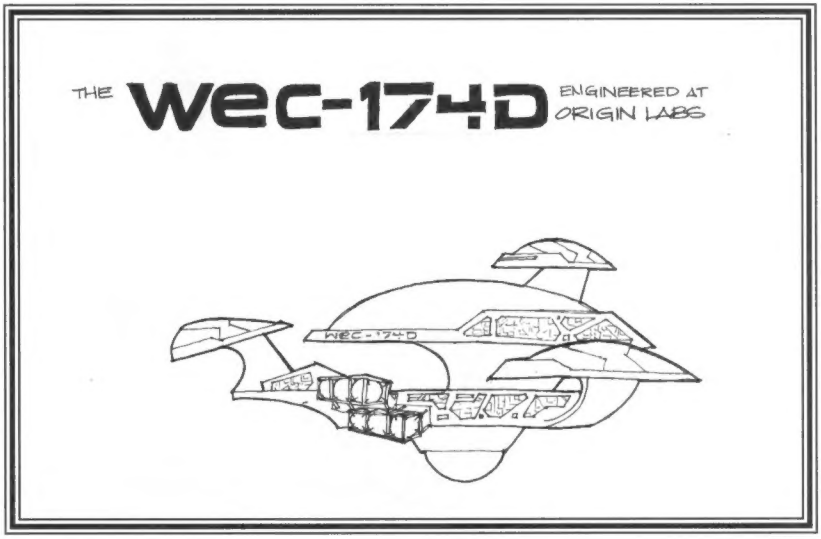
What I liked about the palette I came up with is that it was actually very limited. There were more variations in values than there were in different colors to be used — so it didn't look like a Mexican fiesta. When you see an old master's painting, there's only a very limited number of colors that he mixed together. That sort of thing can really make a screen look more unified than having bright orange over here, bright blue over there, light green here. A six or seven colored rainbow on the same screen at full brightness is distracting. I'd rather see a black and white game with a whole bunch of different values and exciting contrasts going on than a bunch of monotonous color changes everywhere.

Next Time



When we did the video shoot I was there, on location, to serve as Art Director. I had no idea how much that involved and how much time I should have allotted to prepare for that sort of thing beforehand. It was one of those things where I was wearing too many hats. I really felt guilty for not being in the building for the artists and being on the shoot instead. So that was a real big learning experience for me. There is a whole lot of stuff that I know I will do differently next time. For one, I will have a set dresser. I was the one who spent an hour running around looking for potted plants and anything that would flesh out the scene. We had an office that had nothing but a desk, floor and walls. Everything turned out OK, but it's not just something that you can do intuitively.

I'm pleased with how well our flicks came out, considering the scant amount of time we had to work on them. We had to just rush stuff out for the Electronic Entertainment Expo in May 1995, so we didn't have a whole lot of time to do conceptual sketches. There's a lot of things I'm going to do differently on the next game, and one is definitely going to be some story boarding. I'd like lots more conceptualizing up front. It always seemed to be, "We have to get *Crusader* designed ... We have to get the maps designed ... It's time for our first review." There always seemed to be some big schedule driving us to just throw something out. I would be more comfortable in the future having more time to just come up with ideas — do sketches before we have to make a mission. However, since our budget for the next three months might depend on somebody watching a character running around, I don't know if that's possible.



Did You Know?

- Mission Nine (created by Mel Green) was based on the floor plan of the former ORIGIN building. The elaborate square table with circles and triangles (yes, just like the EA symbols) was the conference table in the infamous "Detention Hall." The maze of cubicles to the south is the ever-shifting, constantly expanding labyrinth of Customer Support and Quality Assurance. The northern wing is the area where the *Crusader* team used to work. Furthermore, the keycard-carrying individuals that you just *happen* to have to kill are located in the offices of certain managers (who will remain nameless).
- There is a man in one of the women's restrooms, just gazing into the mirror.
- In another restroom, an android is surprised by your entrance and leaves a puddle of oil on the tiles.
- The stomach-wrenching screams were done by the same voice-actor who did The Guardian's voice in *Ultima VIII*.
- The yellow security robot, originally named the Velveetatron, was renamed the Cheditron, and then eventually dubbed the Solartron.
- The EEOD that you must search out in Mission Three was originally called the "Easter Egg of Death," and the team just never came up with anything different.
- The "alien" language that you sometimes see was created from English. Two ordinary sentences are sliced in half lengthwise, then the top halves are switched.
- The "rock star" poster is from a high-school picture of programmer Jason Ely, posing with his guitar.
- The "E" shaped easter egg rooms are the initial of that mission's designer, Eric Willmar.
- The deadly "Roaming Susan" is named after Susan Williamson, the one-woman army who manages to keep the ORIGIN building fit for human habitation.
- Every character in the game who was named after an ORIGIN employee is dead by the end of the last mission. No, it wasn't planned that way.

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